The Basics

The Basics

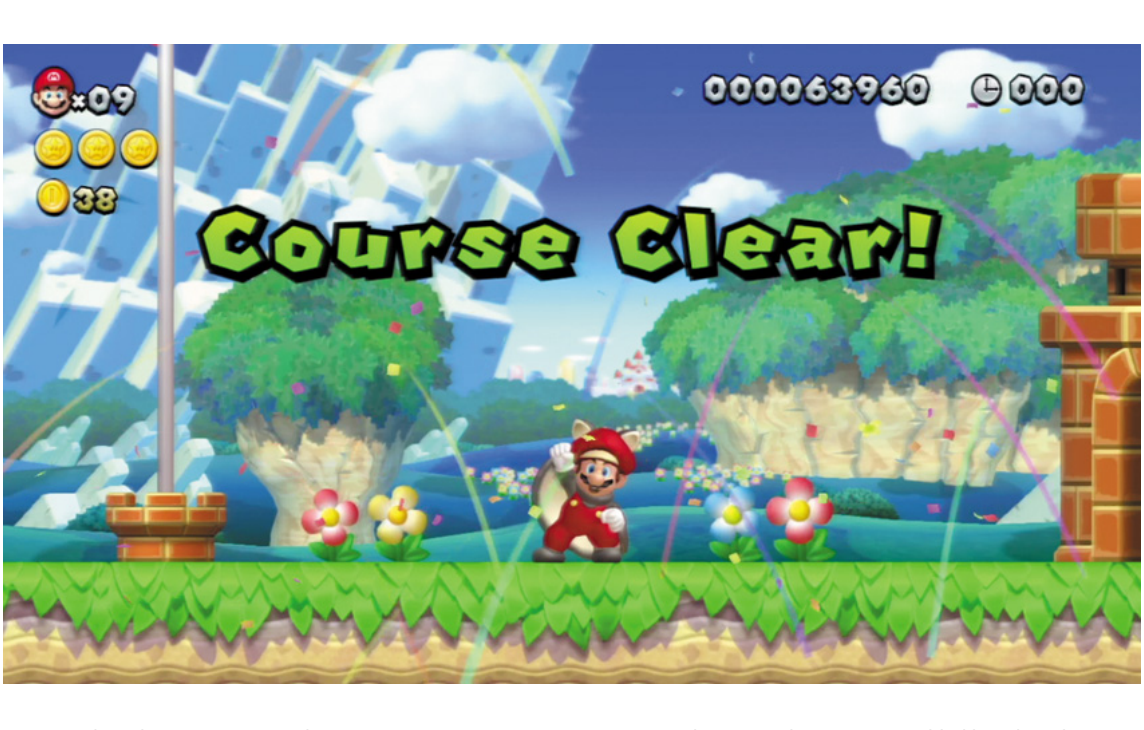
Story Mode Progression

Using the Maps

We've done our best to make the Walkthrough maps as detailed and informative as possible. Here are some important notes regarding the maps:

- Power-Up icons show the best possible Power-Ups that can be obtained from Blocks. However, small characters will often find Super Mushrooms instead of these Power-Ups.
- Moving platforms are usually shown in their starting (or neutral) positions.
- Hidden areas, such as crannies concealed behind false walls, are always revealed.
- Dark areas are fully illuminated and exposed.
- Areas that undergo significant changes during a level are shown in the state that offers the most information. For example, if a platform must be moved in order to discover something valuable, that platform might be shown in a different position than its original starting position.
- Hidden Blocks are shown by the used Blocks that are left behind after you've discovered them.
- P Switches, ? Switches, and Trampolines are shown on the maps, even when they're concealed within Blocks.
- Useful temporary platforms are also shown on the maps. This includes platforms and Blocks that only appear while a P Switch or ? Switch is active.

Clearing Levels

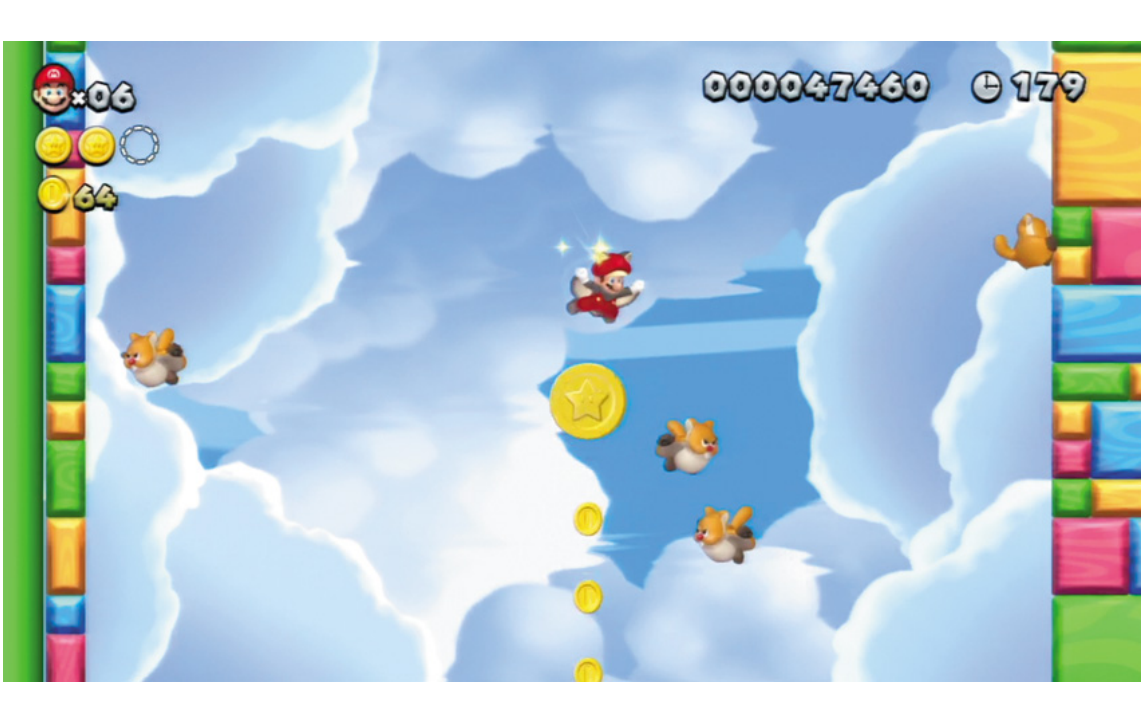


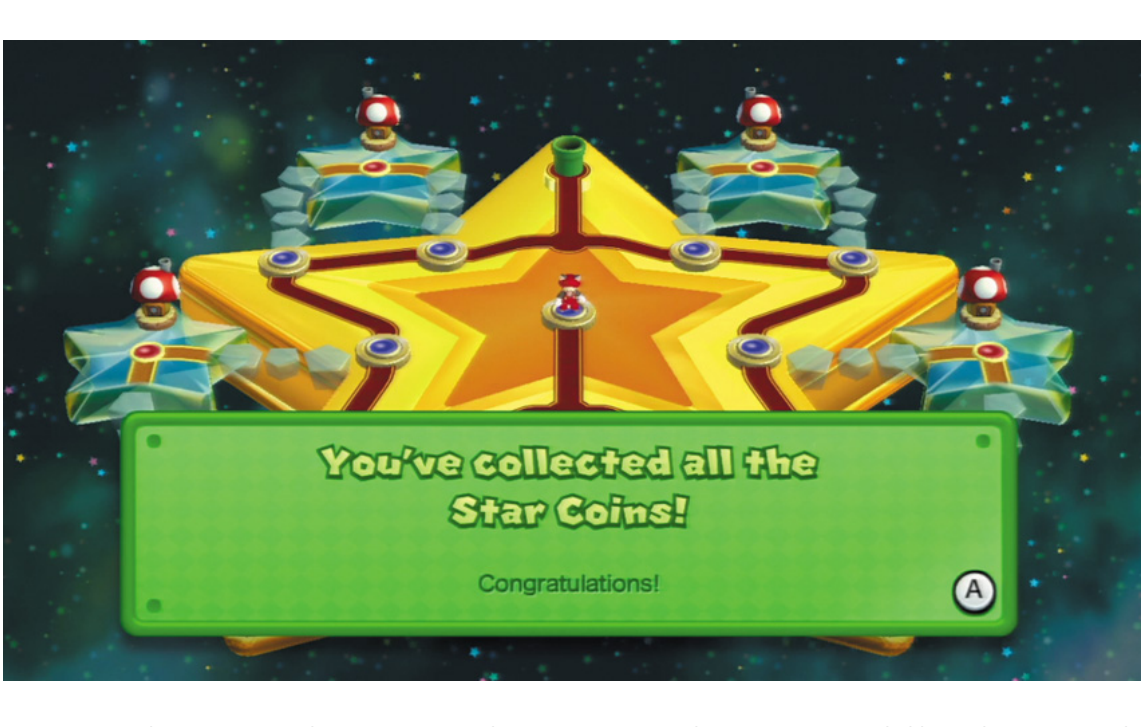
Story Mode is the main game mode in New Super Mario Bros U. In Story Mode, you explore a vast, troubled kingdom that features several unique zones. Each zone has its own feel and features multiple levels (or stages), and you must clear each stage to unlock the next. Simply enter a level, then make your way to the Goal Pole at its end. Touch that Goal Pole to clear the stage!

Tip

Reach the top of each Goal Pole to score 1-Ups!

Star Coins



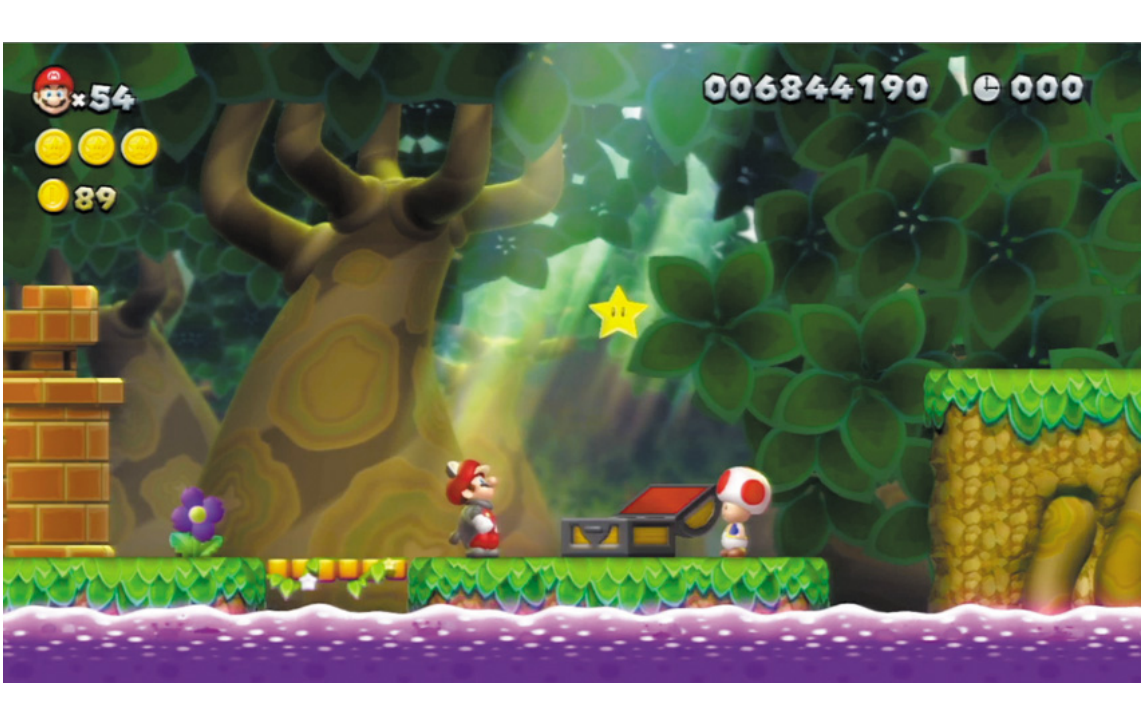


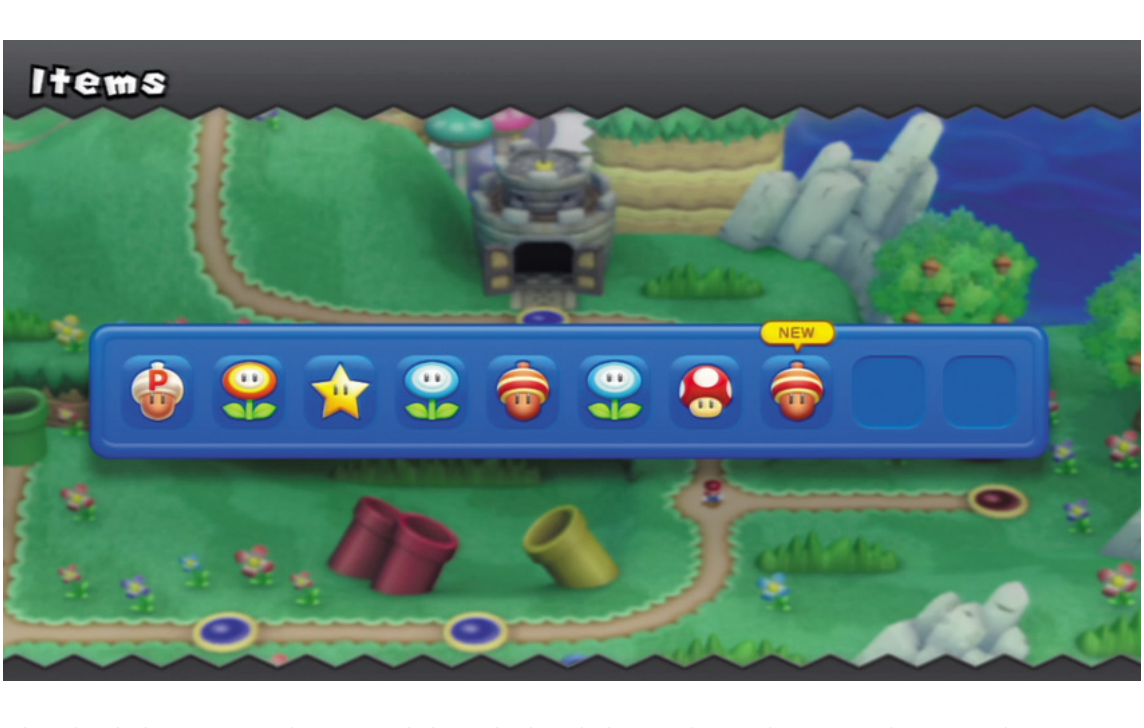
Every Story Mode stage contains three precious items known as Star Coins. These prizes are often hidden, so be sure to search everywhere! Collect all three Star Coins on every stage to unlock bonus Story Mode levels that can be played after you beat Peach's Castle Finale—The Final Battle.

Note

A special message appears on the World Map when you collect the final Star Coin from a zone, so you always know when your search is over.

Treats from Toad





Take a close look at your time when you touch the Goal Pole. If the last two digits of the timer are the same, such as two fives or two eights, then Toad will appear and give you a present! These presents are Power-Ups that you may keep until you wish to use them. Simply call up the Items menu on the World Map to view all of your Power-Ups, and choose which one you'd like to use before entering the next stage.

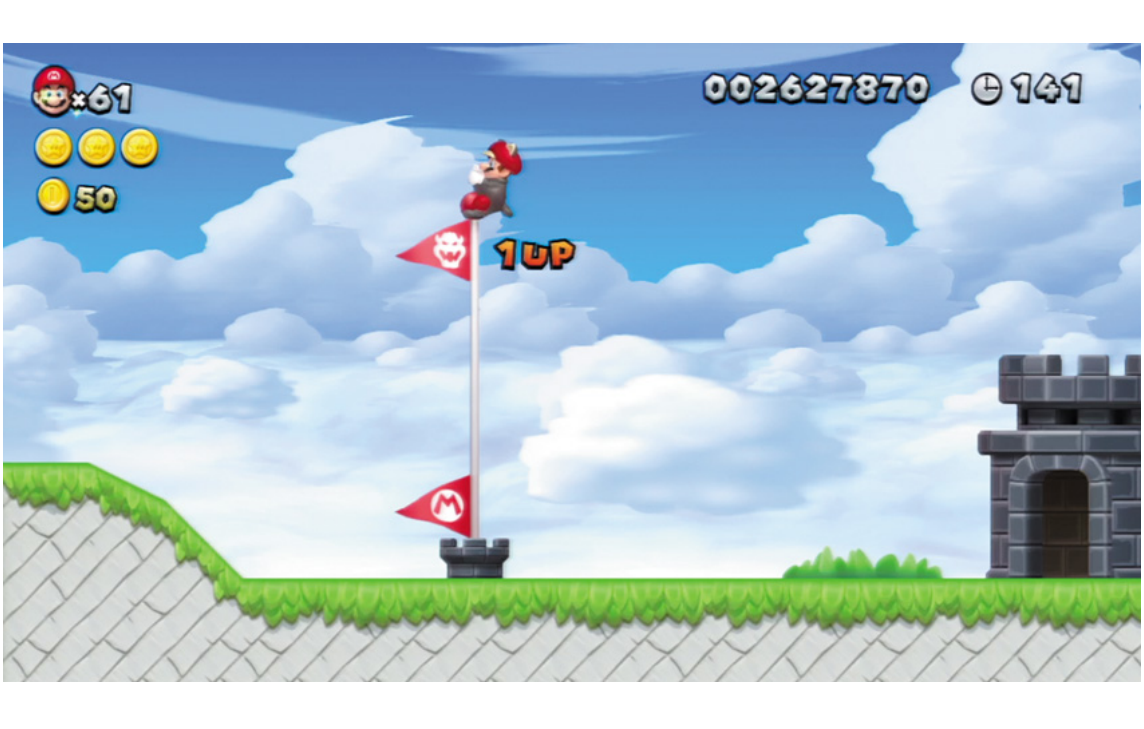
Note

Here is what Toad will give you when you touch the Goal Pole with double digits on the timer:

- 11, 22, or 33—Super Mushroom
- 44—Fire Flower
- 55—Ice Flower
- 66—Mini Mushroom
- 77—Super Acorn
- 88 or 99—Super Star

(You must collect each of these items in Story Mode before Toad will give them to you.)

Secret Exits



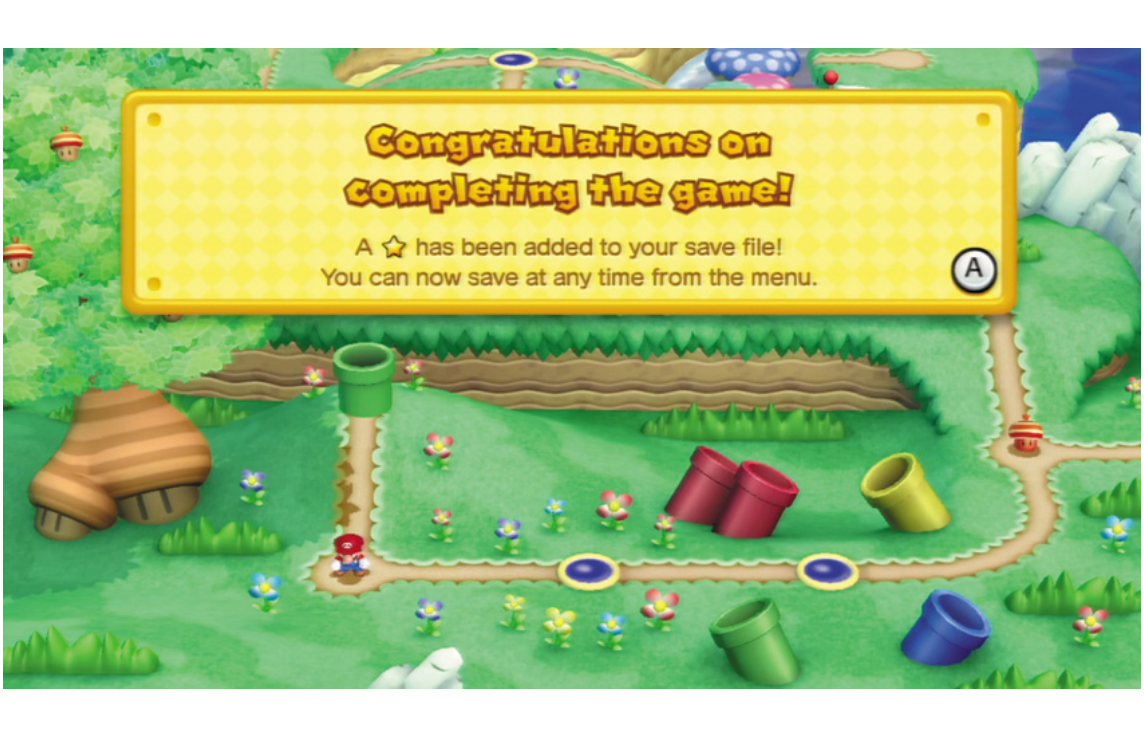
Most stages have only one Goal Pole, but a few feature two Goal Poles—the second one is found at the stage's secret exit! These secret exits are always cleverly hidden, so you need to search high and low to find them. Discover these secret exits and touch the Goal Pole at the end to unlock a hidden path on the World Map!

Some of the World Map's hidden paths provide shortcuts through a zone, while others lead to secret levels. Beat those secret levels, and you'll unlock some serious shortcuts around the World Map. The following table reveals every stage that features a secret exit, and where the exit will take you.

Story Mode Secret Exits

Stage	Unlock
Acorn Plains 2—Tilted Tunnel	Hidden path to Acorn Plains Secret Stage—Blooper's Secret Hideout
Layer-Cake Desert 4—Spike's Spouting Sands	Hidden path to Layer-Cake Desert Secret Stage—Piranha Plants on Ice
Sparkling Waters Boo House—Haunted Shipwreck	Hidden path to Sparkling Waters Secret Stage—Skyward Stalk
Frosted Glacier Boo House—Swaying Haunted House	Hidden path to Frosted Glacier Secret Stage—Fliprus Lake
Soda Jungle 2—Bridge Over Poisoned Waters	Hidden path to Soda Jungle 6—Seesaw Bridge/Soda Jungle 7—Wiggler Stampede
Soda Jungle Boo House—Which-Way Labyrinth	Hidden path to Soda Jungle Secret Stage—Flight of the Para-Beetles
Soda Jungle 4—Painted Swampland	Hidden path to Soda Jungle 6—Seesaw Bridge/Soda Jungle 7—Wiggler Stampede
Soda Jungle 5—Deepsea Ruins	Hidden path to Soda Jungle 6—Seesaw Bridge/Soda Jungle 7—Wiggler Stampede
Rock-Candy Mines Tower—Grinding-Stone Tower	Hidden path to Rock-Candy Mines 6—Thrilling Spine Coaster
Rock-Candy Mines 5—Walking Piranha Plants!	Hidden path to Rock-Candy Mines Tower—Screwtop Tower
Meringue Clouds Boo House—Spinning Spirit House	Hidden path to Meringue Clouds Castle—Ludwig's Clockwork Castle
Peach's Castle 1—Meteor Moat	Hidden path to Peach's Castle 4—Firefall Cliffs

Profile Stars


Congratulations on completing the game!
A ☆ has been added to your save file!
You can now save at any time from the menu.
A

Each time you accomplish a major feat in Story Mode, a star will be added to your profile. Here's how to earn all five profile stars:

- 1st Star - Beat Story Mode (clear Peach's Castle Finale—The Final Battle)
- 2nd Star - Clear all courses (this does not mean you have to find all the secret exits!)
- 3rd Star - Collect all Star Coins up through Peach's Castle
- 4th Star - Collect all Star Coins in Super Star Road to open the final stage (Super Star Road 9 - Follow That Shell!)
- 5th Star - Collect all Star Coins in the game, find all the secret exits (94 flags on player file select screen), and catch Nabbit in every zone at least once (Nabbit only appears in World 1 - World 7).

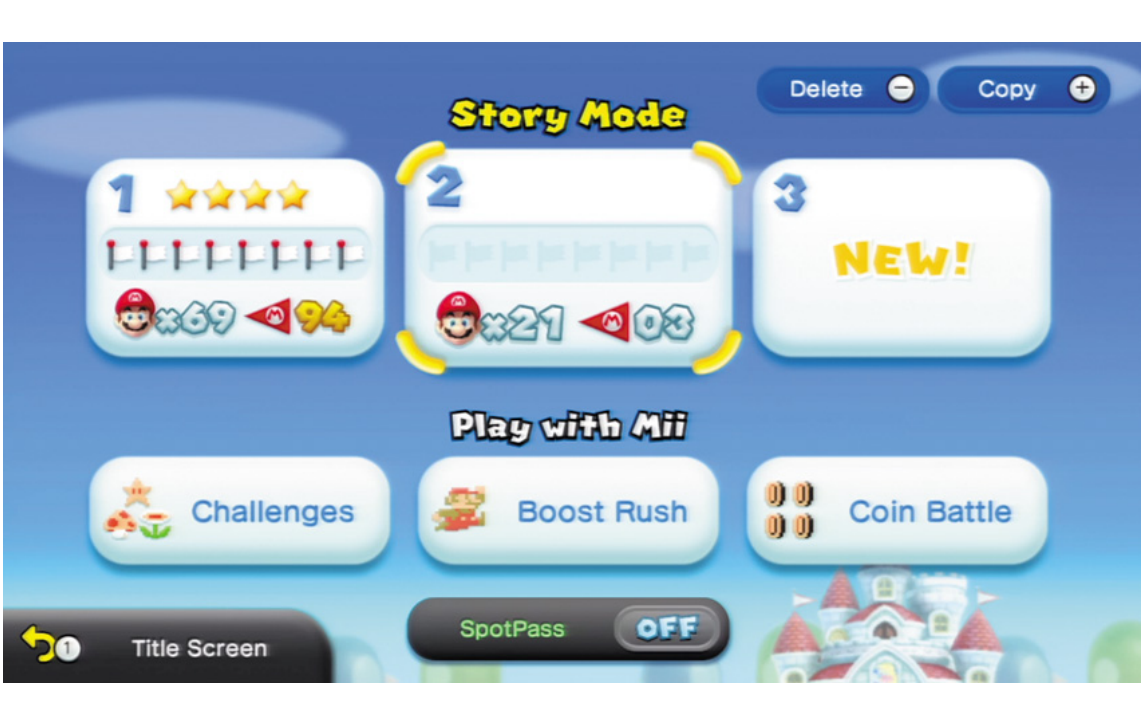
Note

After you earn your first star by beating Story Mode, you'll also be able to save your progress at any time through the pause menu. Handy!

Note

Once you've earned all five profile stars, all Toad Houses that you've visited will reappear on the map. And from this point forward, they'll no longer vanish after you visit them. Nice!

Profile Flags

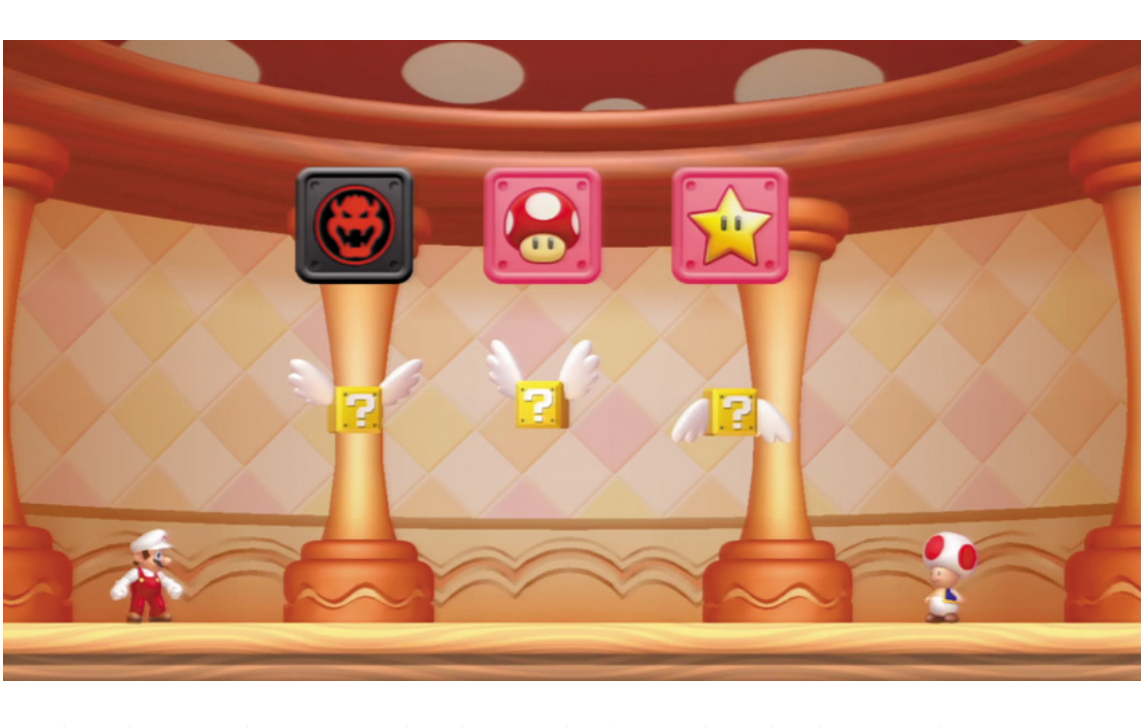


Every time you touch a new Goal Pole, you'll earn a profile flag. There are 82 levels, but 12 of them have two exits instead of one. This means there are 94 profile flags to collect in all! Your profile flag number changes from silver to gold after you've found all 94, so you know when you've found every Goal Pole.

Note

The white flags that also appear on your profile indicate the zones that you've cleared—there are nine of these flags to collect in all.

Toad Houses



Swing by Toad Houses to play minigames with Toad for fun and profit! Visit red-roofed Toad Houses to play for Power-Ups, and pop by green-roofed Toad Houses to try for some lovely 1-Ups. Toad's games are simple and fun, and most challenge either your reflexes or memorization skills.

Note

Toad Houses vanish from the World Map after you visit them. Don't worry, the next one's never far!

Boo Houses

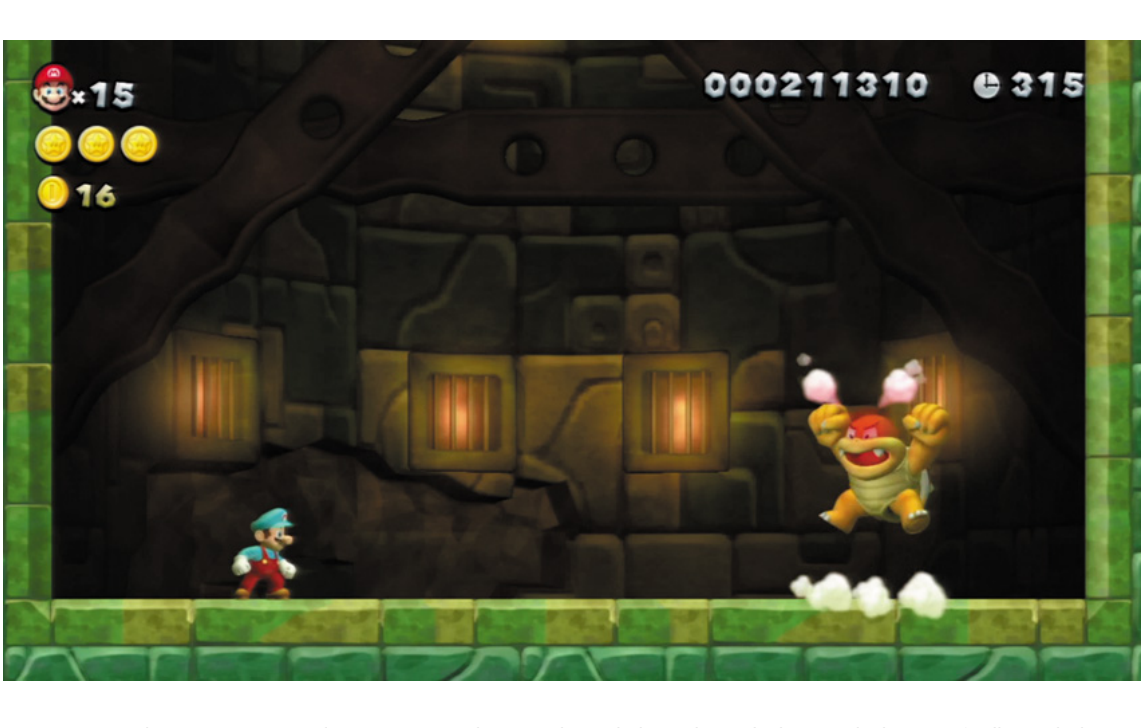
Frosted Glacier-
Swaying Ghost House
Menu
x31
Map View
Items

x31
38
001498460
490

Spooky Boo Houses are filled with false walls, trick doors, and of course, plenty of Boos. These zany stages can be quite confounding, but Boo Houses must be braved if you want to advance through Story Mode. All Boo Houses feature more than one exit, so it's worth exploring them thoroughly. Rely on the Walkthrough to help you navigate these peculiar places!

Towers

x15
16
000211310
315

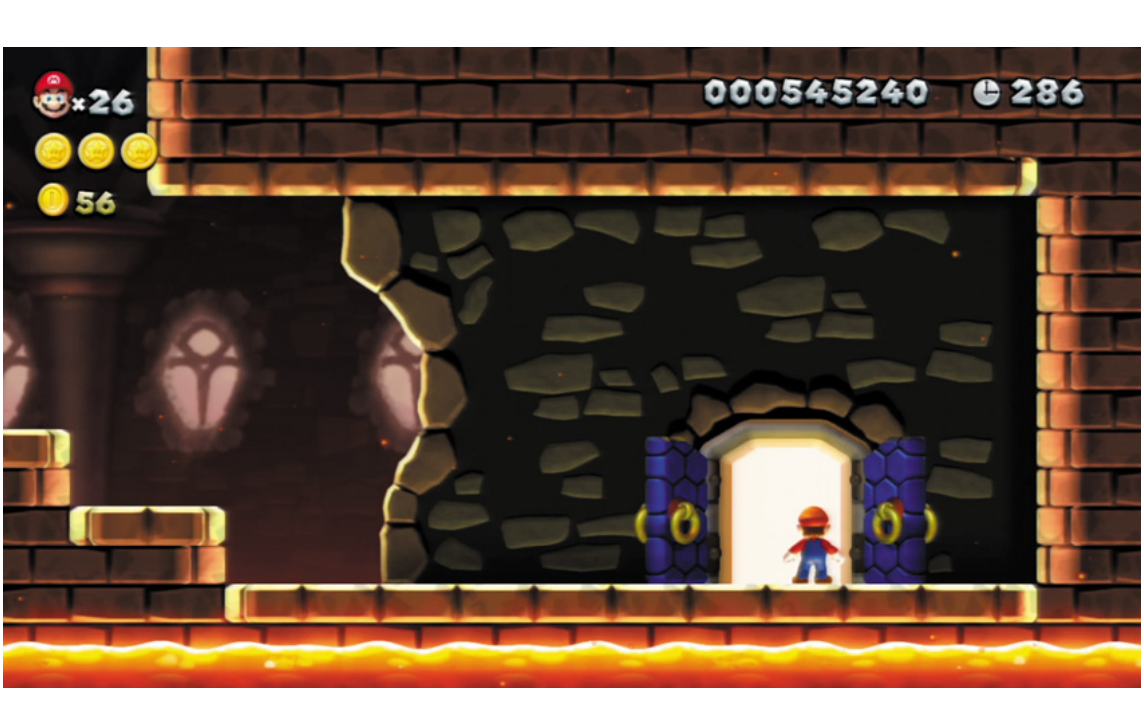


Most Story Mode zones features at least one tower that must be scaled. Just keep climbing, and when you finally reach the tower's apex, be prepared to battle a formidable mini-boss—usually a big bully named Boom Boom. Towers can be tough because you're constantly fighting against gravity, and you must clear them on your way to the zone's distant castle.

Tip

Before entering the Boss Door at the top of a tower, search nearby for a hidden Block that produces a useful Power-Up!

Castles



x26
56
000545240
274

Every Story Mode zone ends with a creepy castle that must be overcome. Reach the end of the castle, and you'll often be drawn into a battle against one of Bowser's beloved Koopas. Every castle boss is different, but they all share one thing in common: You must stomp them three times to defeat them!

Note

Fireballs can also be used to defeat bosses. You can usually find a Fire Flower by searching for a hidden Block near the Boss Door.

Enemy Battles

x31
07
000754200
039

Enemies aren't restricted to levels—some also roam the World Map, hungry for would-be heroes. Touching a World Map enemy draws you into a brief battle in which you must defeat the enemy, along with its fellow fiends. Simply stomp all of the baddies, or wait for a winged ? Block to appear so you can collect a vital Power-Up that allows you to defeat them. Then carry on with your adventure!

Tip

Use a Super Star when traveling the World Map, and you will instantly defeat any World Map enemies you touch! You won't receive any items for beating them in this fashion, though.

Note

If you don't open the chest after you defeat World Map enemies, Nabbit will eventually appear and steal the item away! There's no way to reclaim items stolen by Nabbit in this fashion.

Catching Nabbit

Acorn Plains-1
Acorn Plains Way
Menu
x27
Map View
Items

x69
08
010331080
100
Catch Nabbit!

A rascally rabbit named Nabbit periodically appears on the World Map. Whenever you see Nabbit's icon hovering over a stage, head there to attempt to catch the furry fellow. Simply speed through the stage in pursuit of Nabbit, and catch the little guy to complete the challenge. Nabbit will then flee to another zone—catch Nabbit on every zone to earn a profile star!

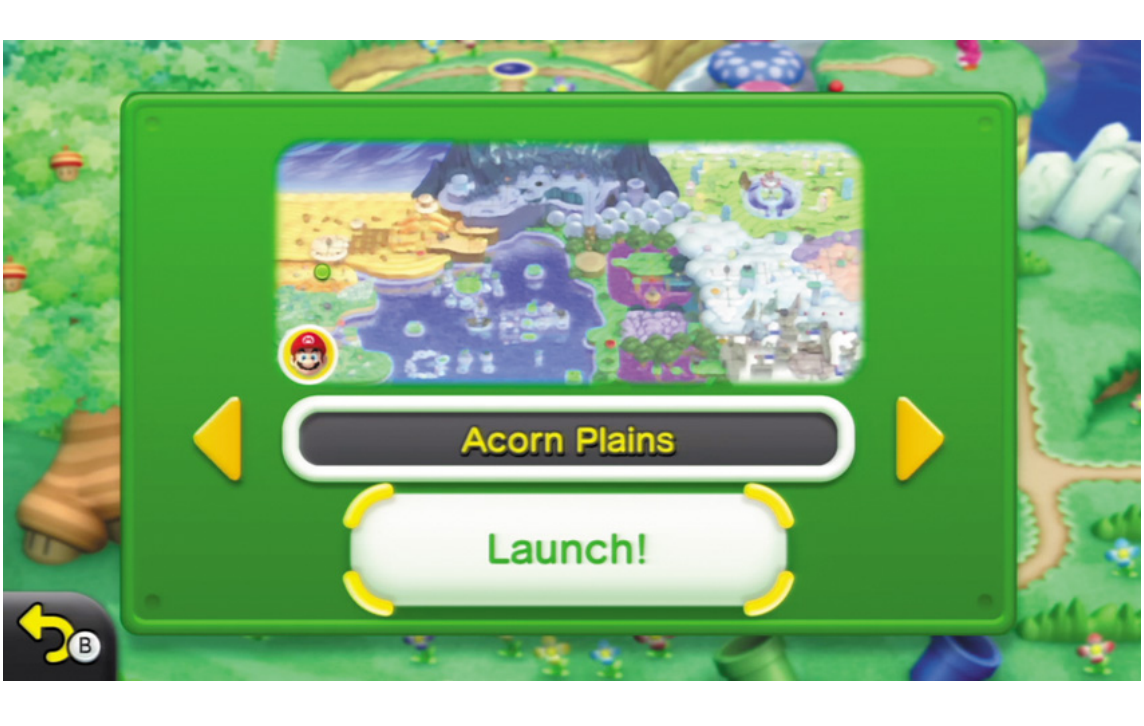
Note

Nabbit only appears in the first seven zones. If you fail to catch Nabbit after three tries, he'll flee from the World Map and eventually reappear after a while.

Tip

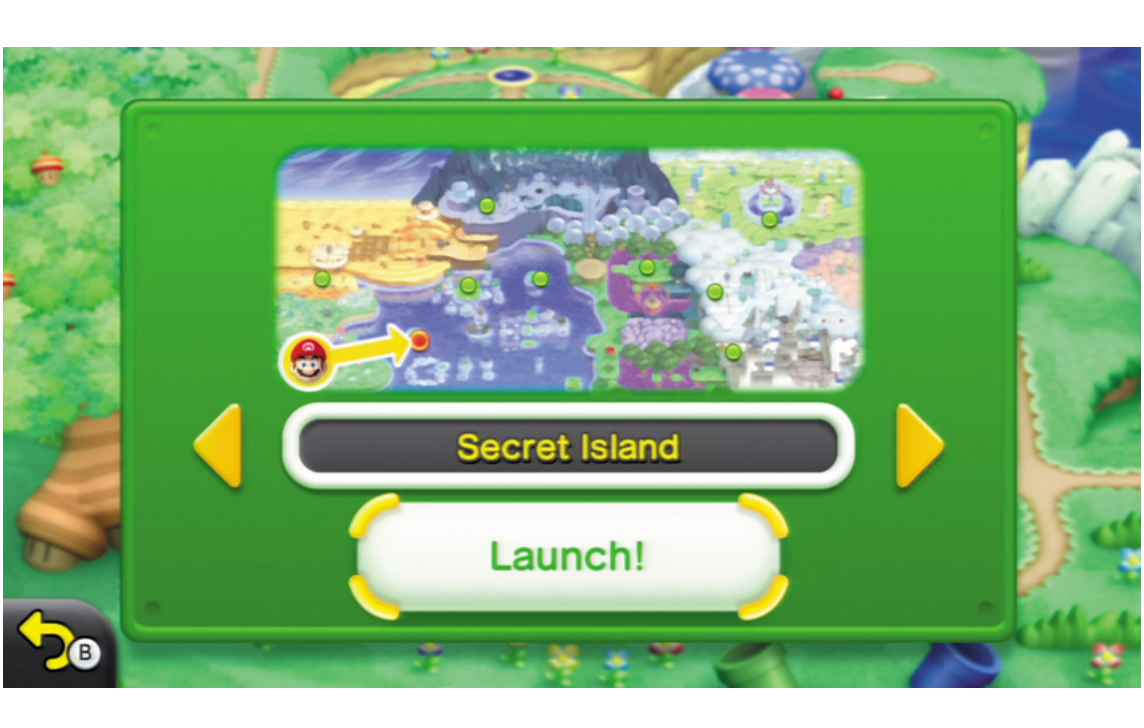
If you're having trouble catching Nabbit, use a Super Star on the World Map, then try catching him. You'll have an easier time breezing through the level with Super Star power!

Warp Pipes



After you've made a little progress in Story Mode, you'll be able to start using the World Map's Warp Pipes. Simply pop into a Warp Pipe and pick a zone to quickly travel there. Every zone has a Warp Pipe, so this is a swift way to travel the World Map!

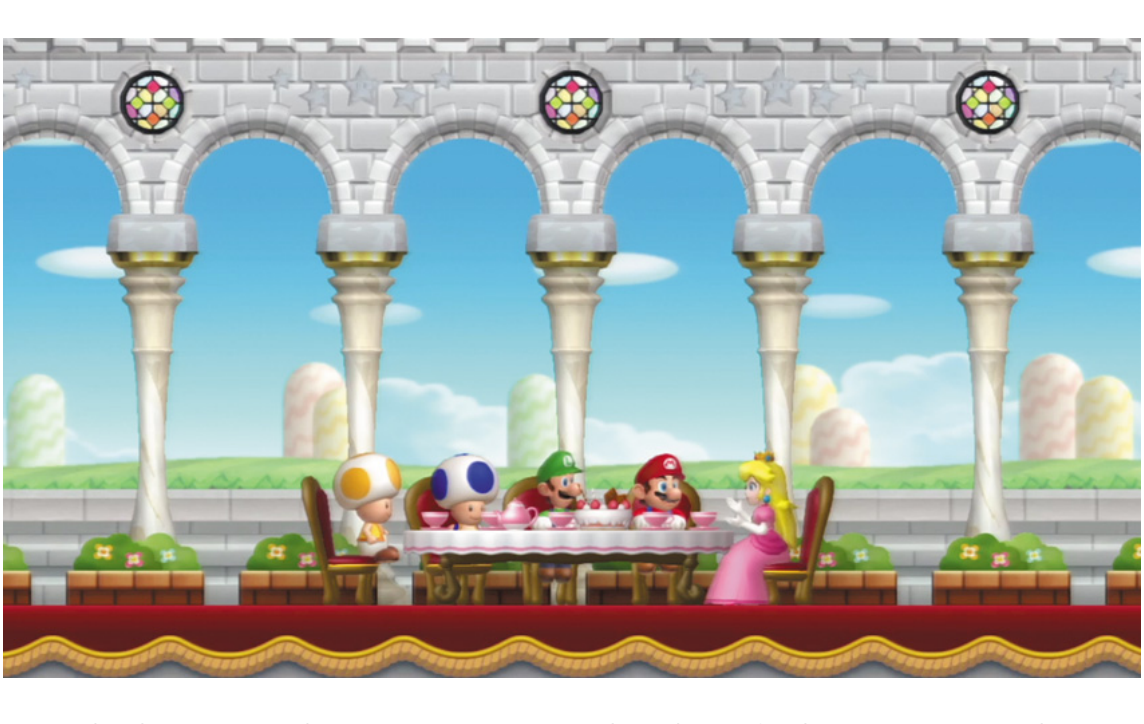
Secret Island



Beat Story Mode by clearing Peach's Castle Finale—The Final Battle, and a special island will appear on the World Map. Use a Warp Pipe to visit the island and then enter the small house you discover there. This hut looks like it belongs to Nabbit, but he isn't home right now. Still, he's kept a careful record of all of your accomplishments—read the message boards and see for yourself!

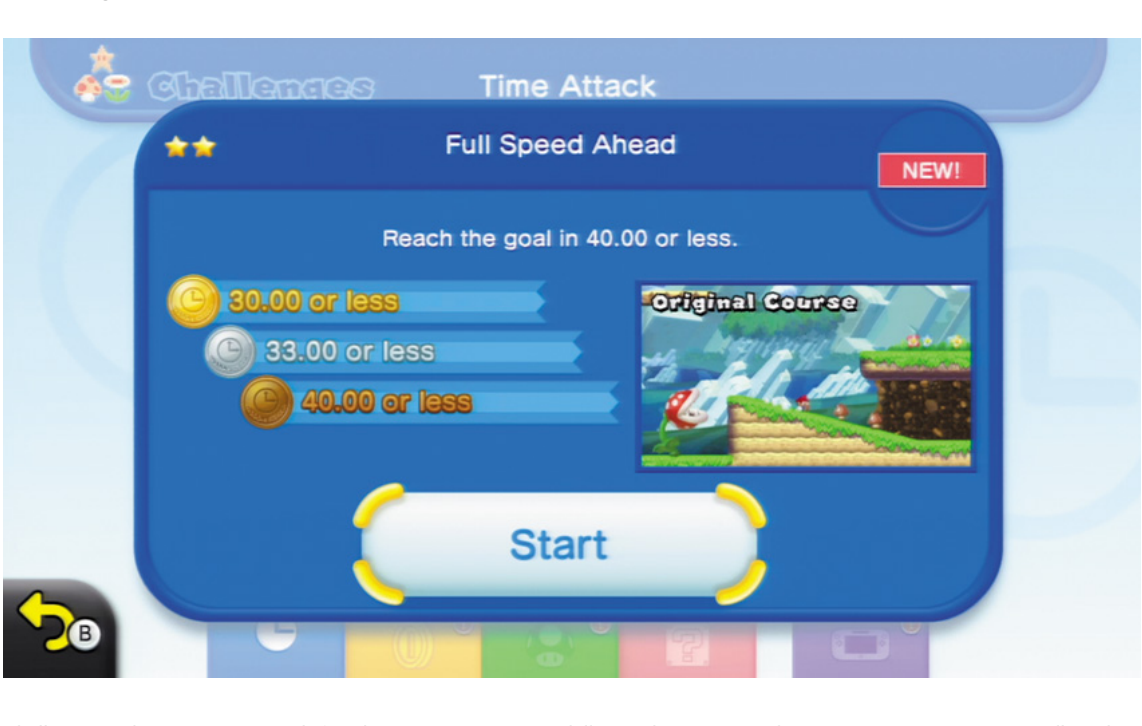
Game Modes

Story Mode



Story Mode is the main game mode in New Super Mario Bros U. In this mode, up to five players can journey across the Mushroom Kingdom, struggling to save the land from the evil clutches of Bowser. One player can even use the gamepad to assist their friends by messing with enemies and placing useful Boost Blocks!

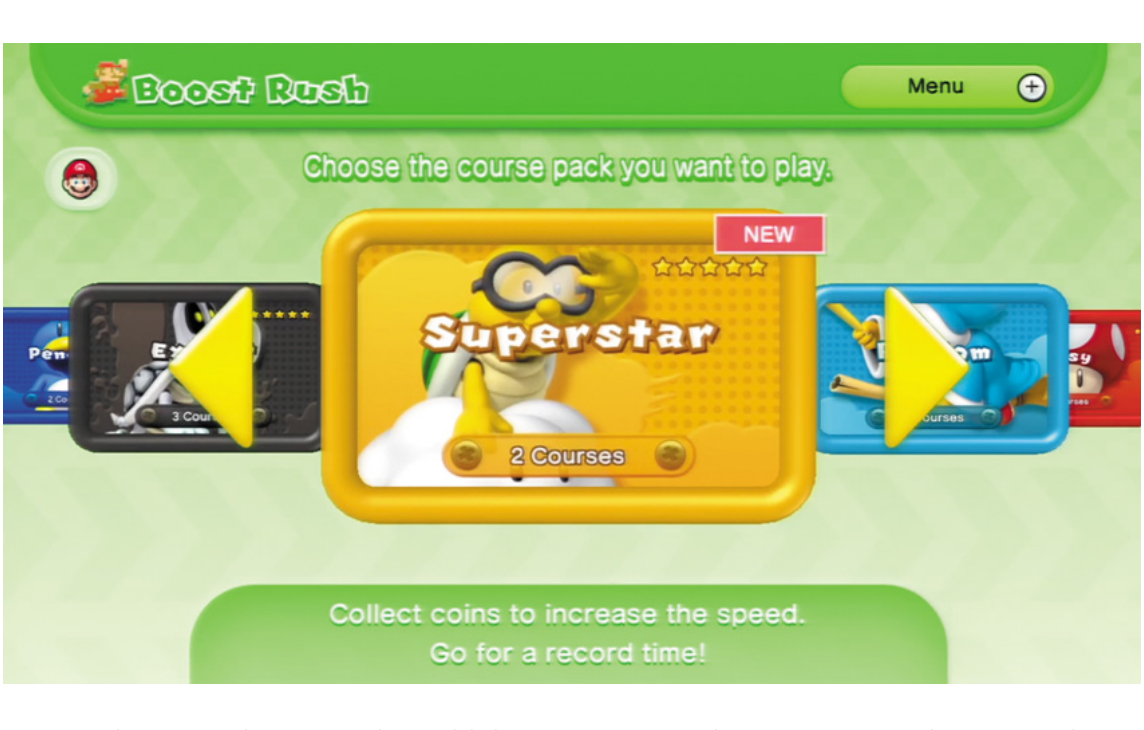
Challenges



Challenge mode presents you with five different categories of skill-stretching events. These inventive minigames are all single-player affairs, except for Boost Mode, which is designed for two players. Beat each Challenge to unlock the next—and if you get stuck, check out our tips in the "Extra Modes" section.

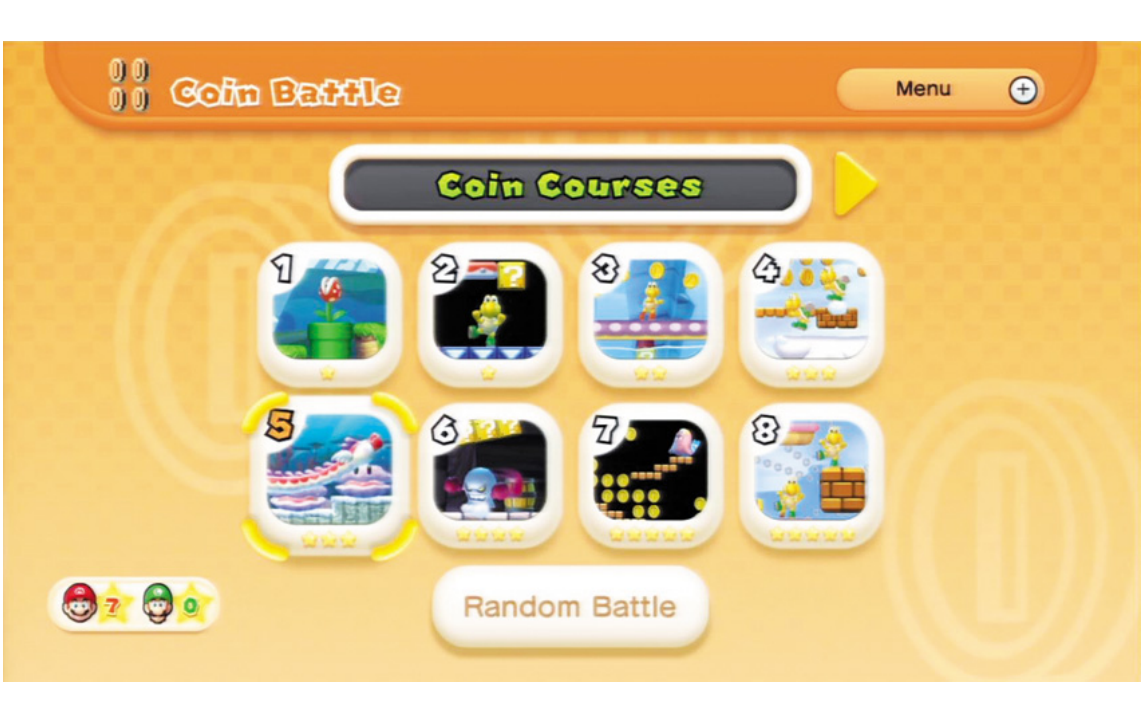
During multiplayer games, all players must use Wii Remotes. No one can use the Wii U GamePad to control a character while others use Wii Remotes.

Boost Rush


Boost Rush
Menu
Choose the course pack you want to play.
NEW
Superstar
2 Courses
Collect coins to increase the speed.
Go for a record time!

In Boost Rush, up to four players must make a mad dash for Coins across a number of unique courses. The more Coins the players collect, the faster the screen will scroll, which makes the match more and more frantic! Like Story Mode, one player may use the gamepad to stun enemies and place helpful Boost Blocks for his pals. See the "Extra Modes" section for some nifty tips that will help you maximize your Coinage!

Coin Battle



Coin Battle is a competitive multiplayer mode in which up to four players (or two teams of players) battle to collect the most Coins. Rush around these special stages and strive to snag more Coins than your rivals! Star Coins are worth big bonuses, but you'll lose Coins if you're hit or defeated. The player or team with the most Coins at the end of the event is the winner!

Note

You can play as any of your Mii characters during Challenges, Boost Rush, and Coin Battle games.

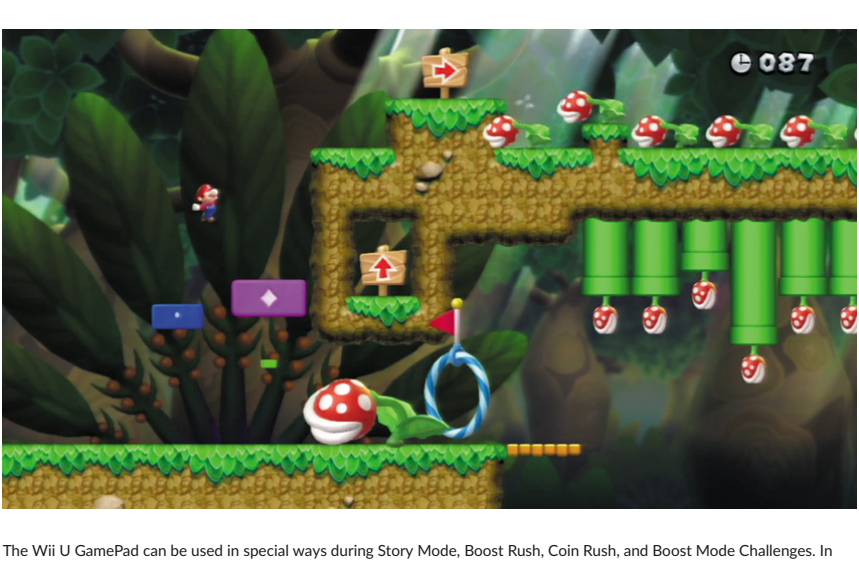
PRIMA GAMES

Moves and Controls

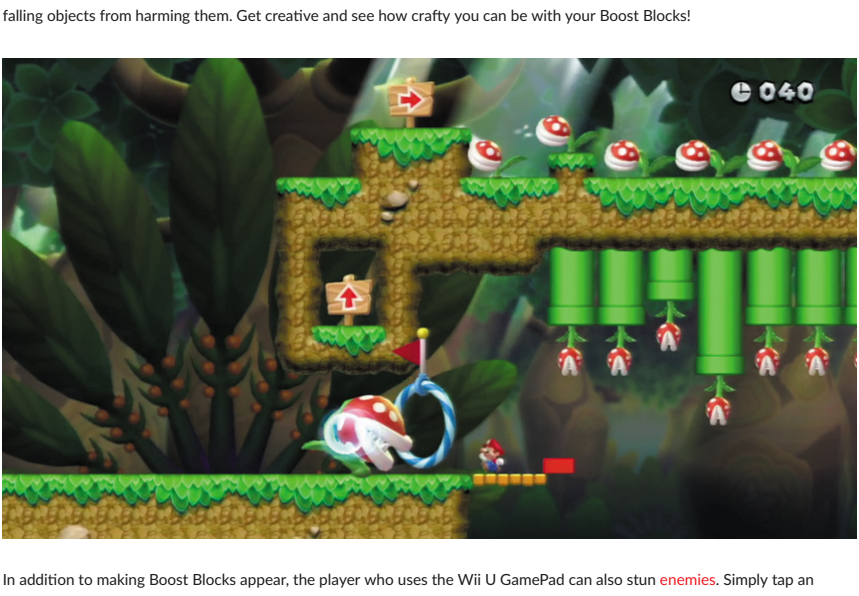
Moves and Controls

Using the Wii U GamePad

Wii U
X
Y
A
B
START
SELECT
Wii U
MIC
HOME
BATTERY
CONTROL
POWER



The Wii U GamePad can be used in special ways during Story Mode, Boost Rush, Coin Rush, and Boost Mode Challenges. In each of these modes, the player who uses the Wii U GamePad can place special objects called Boost Blocks in the environment. Boost Blocks are intended to serve as platforms for Mario and friends to help them move through levels with greater ease. Boost Blocks can also be used in other ways—for example, placing them over the players' heads can prevent falling objects from harming them. Get creative and see how crafty you can be with your Boost Blocks!



In addition to making Boost Blocks appear, the player who uses the Wii U GamePad can also stun enemies. Simply tap an enemy to stun it, and you'll help your buddies out. You can also stun or destroy certain environmental hazards as well, such as falling Bowser's Flames, or fireballs thrown by enemies. Try tapping everything you see—you never know what might happen!

Note

As players land on Boost Blocks, they'll steadily fill a special Super Star meter at the top of the gamepad screen. Once the Super Star meter is full, the gamepad player can tap it to gain Super Star power! Now enemies you tap will be defeated instead of stunned. The effect doesn't last long, but it's quite an advantage!

Note

When a player is using the gamepad, special Moon Blocks will appear in certain game modes. Tap these special blocks so that other players may hit them and receive 3-Up Moons!

Mario's Moves

Run

Move the analog stick right or left to make Mario run in that direction. The more pressure you apply to the analog stick, the faster Mario will move!

Note

You may also use the +Control Pad to move Mario, instead of using the analog stick.

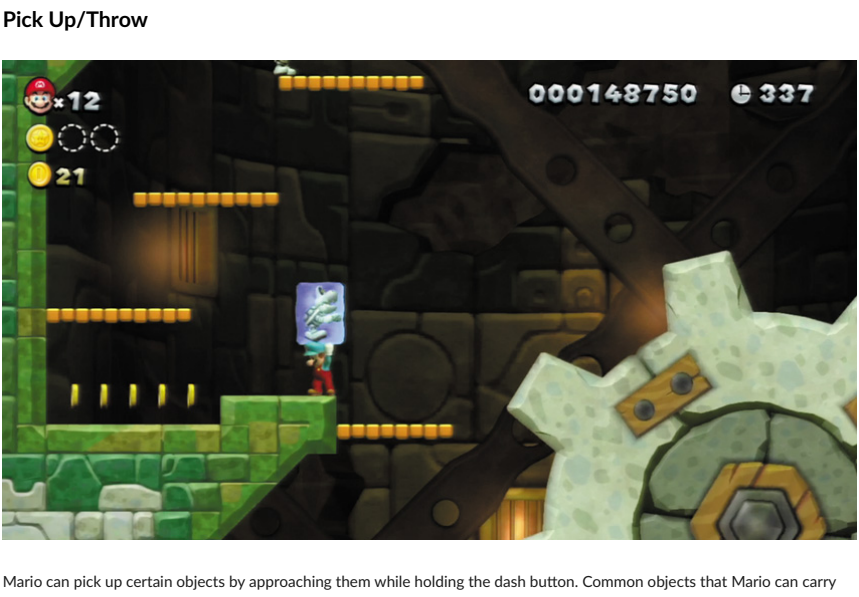
Dash

Hold the dash button while running to dash. Now you're really moving! Unless you feel the need for caution, it helps to simply hold the dash button at all times. That way, you'll always be moving at top speed!

Note

Mario can dash straight over small gaps and pits without falling into them. Zoom!

Pick Up/Throw



Mario can pick up certain objects by approaching them while holding the dash button. Common objects that Mario can carry include Koopa shells, POW Blocks, Baby Yoshis, Trampolines, stunned Bob-ombs, and smaller enemies that Ice Mario has frozen with his iceballs. Simply hold the dash button to pick up and carry the object around, and release the dash button to throw it.

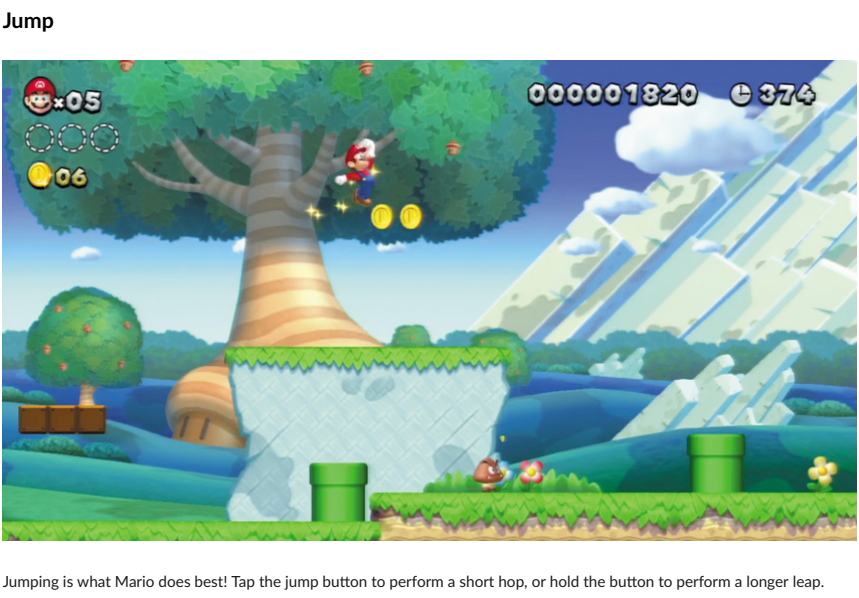
Tip

Throw Koopa shells and frozen enemies at other foes to easily defeat them! Frozen enemies never recover after Mario picks them up, but Koopas will eventually emerge from their shells, so don't hang on to them too long!

Note

When picking up frozen enemies, you must press the ZR Button (or shake the Wii Remote) along with pressing the dash button.

Jump



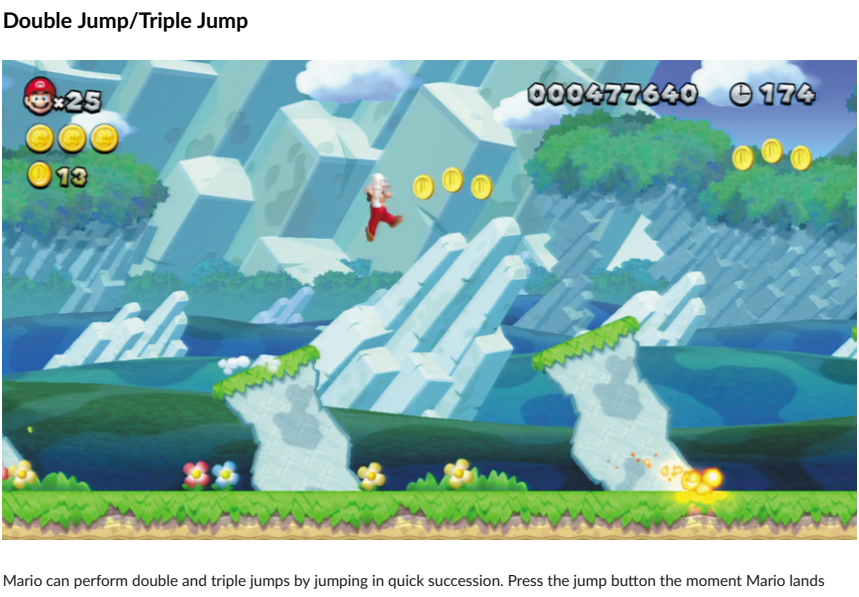
Jumping is what Mario does best! Tap the jump button to perform a short hop, or hold the button to perform a longer leap. Dash before jumping to build up momentum and leap for longer distances!

Jump while standing beneath Blocks to bump them—something good might pop out! Mario can also smash certain Brick Blocks by jumping up and hitting them from below, but only after he has grown in size by collecting a Power-Up, such as a Super Mushroom or Fire Flower.

Tip

Bump Blocks from below to stun or defeat enemies that are standing on them.

Double Jump/Triple Jump



Mario can perform double and triple jumps by jumping in quick succession. Press the jump button the moment Mario lands from a jump to perform a double jump. Press the jump button again after Mario lands from a double jump to perform a triple jump! These jumps are longer than normal jumps, and can help Mario cover more ground.

Spin Jump

While Mario's feet are on the ground, press the ZR Button (or shake the Wii Remote) to perform a spin jump. This type of jump has a lower arc than a normal jump, and can be useful in certain situations, such as when you're trying to avoid bumping into overhead obstacles. For the most part, though, traditional jumps are the best way to go.

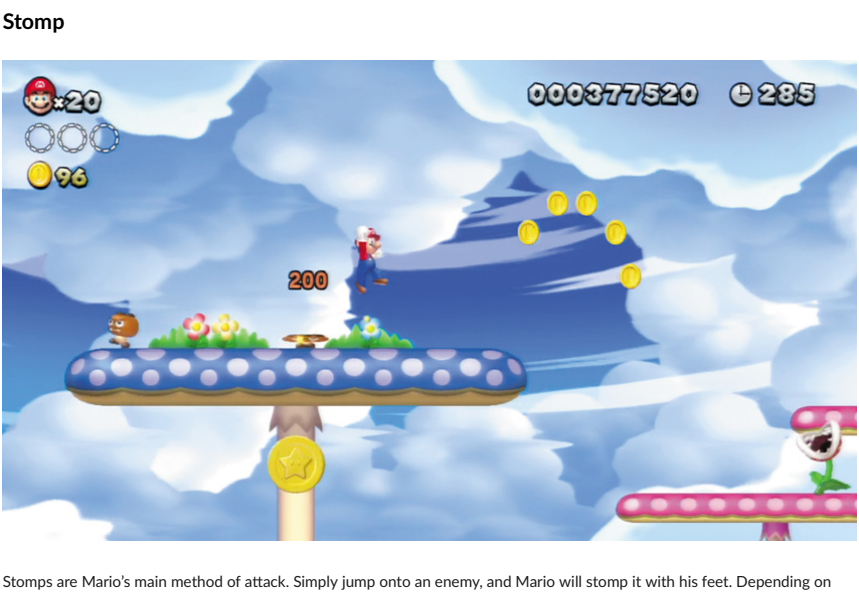
Tip

Press the ZR Button (or shake the Wii Remote) after a normal jump to make Mario spin in midair. Midair spins add a little extra distance and hang time to Mario's jumps—this can be a real lifesaver when you're about to fall short of a platform or land on something harmful!

Wall Jump

Jump into a wall, then press the jump button again to wall jump off it. Wall jumps are great for reaching high areas, so keep an eye out for places where they can be used. When two walls are close to each other, Mario can wall jump back and forth between them, leaping up to incredible heights!

Stomp

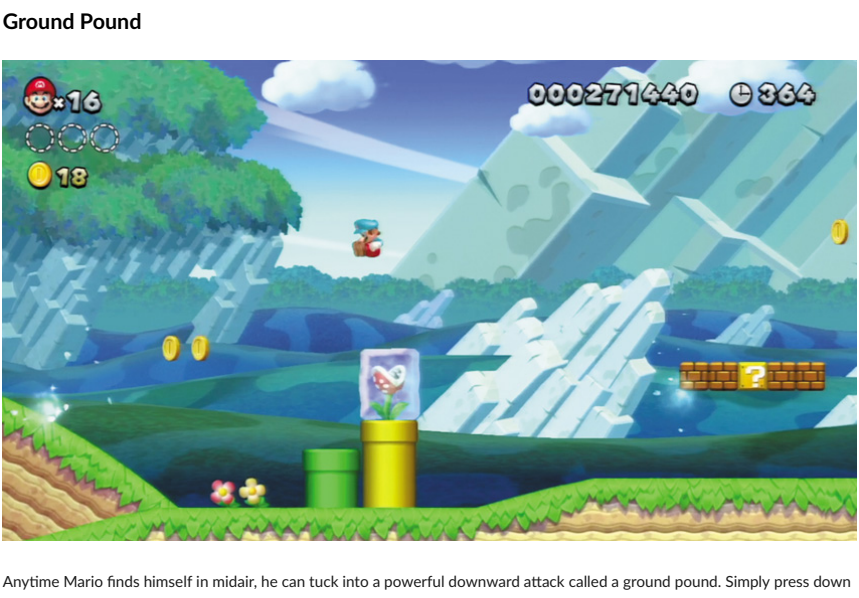


Stomps are Mario's main method of attack. Simply jump onto an enemy, and Mario will stomp it with his feet. Depending on the enemy, a stomp might either stun it or defeat it. Not all enemies can be stomped, mind you—fiery and spike-covered foes will often harm Mario if he tries to stomp them!

Tip

Hold the jump button to make Mario bounce off enemies after he stomps them. This is a great way to bound up to high Blocks and platforms!

Ground Pound

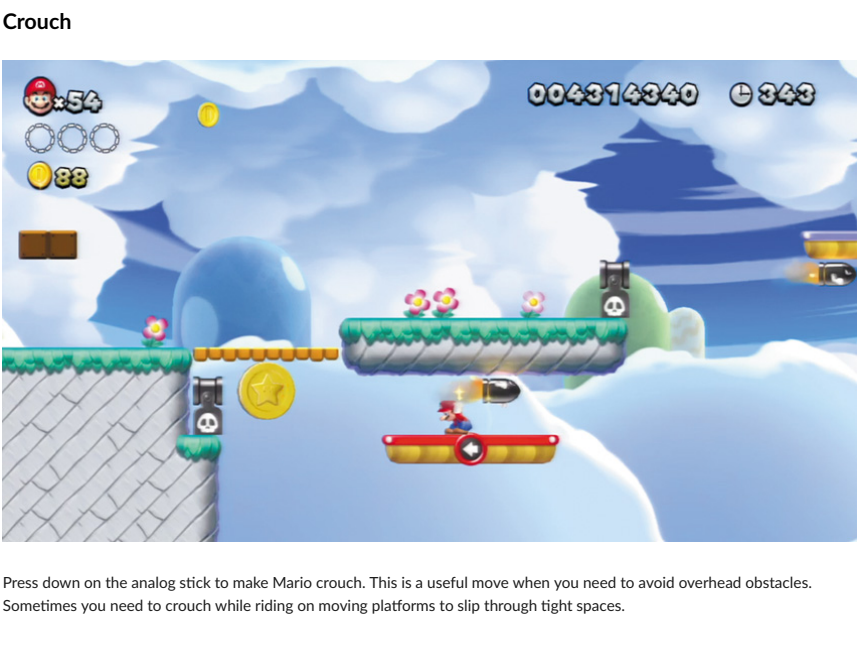


Anytime Mario finds himself in midair, he can tuck into a powerful downward attack called a ground pound. Simply press down on the analog stick while Mario is airborne, and the plumber will plummet downward at high speed, rump first. Mario can defeat enemies with ground pounds just the same as he can with stomps. After Mario has collected a Power-Up and grown in size, his ground pounds gain the extra oomph needed to smash through certain types of Blocks.

Tip

Ground pound ? Blocks to knock loose their contents—this is sometimes safer and easier than jumping up and bumping the ? Blocks from below.

Crouch

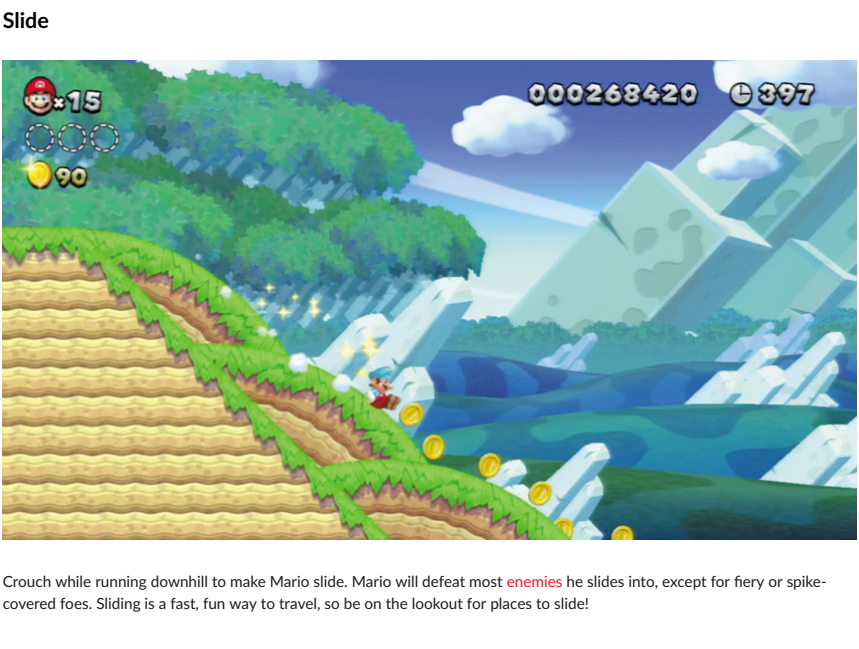


Press down on the analog stick to make Mario crouch. This is a useful move when you need to avoid overhead obstacles. Sometimes you need to crouch while riding on moving platforms to slip through tight spaces.

Tip

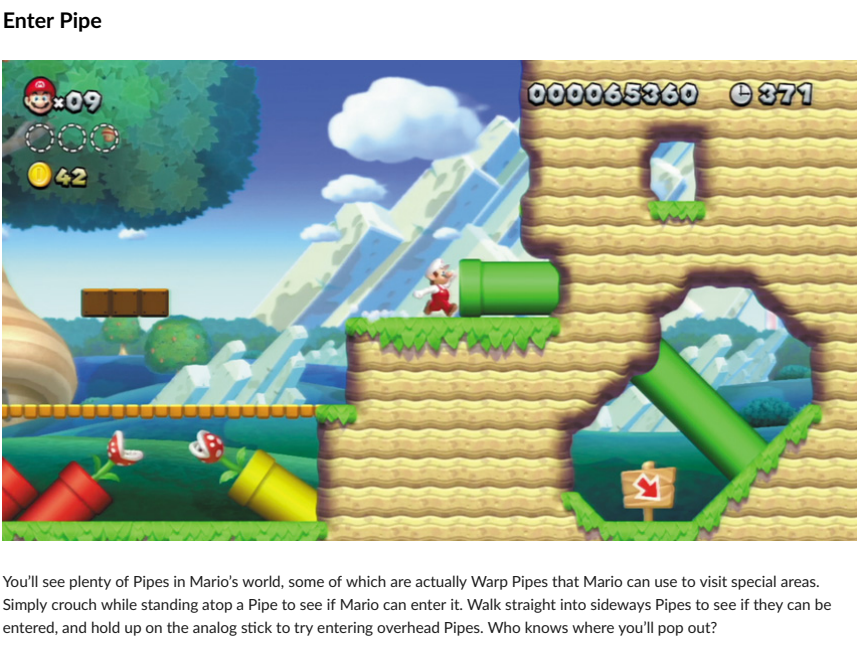
Crouch while dashing to make Mario pass through low openings in walls.

Slide



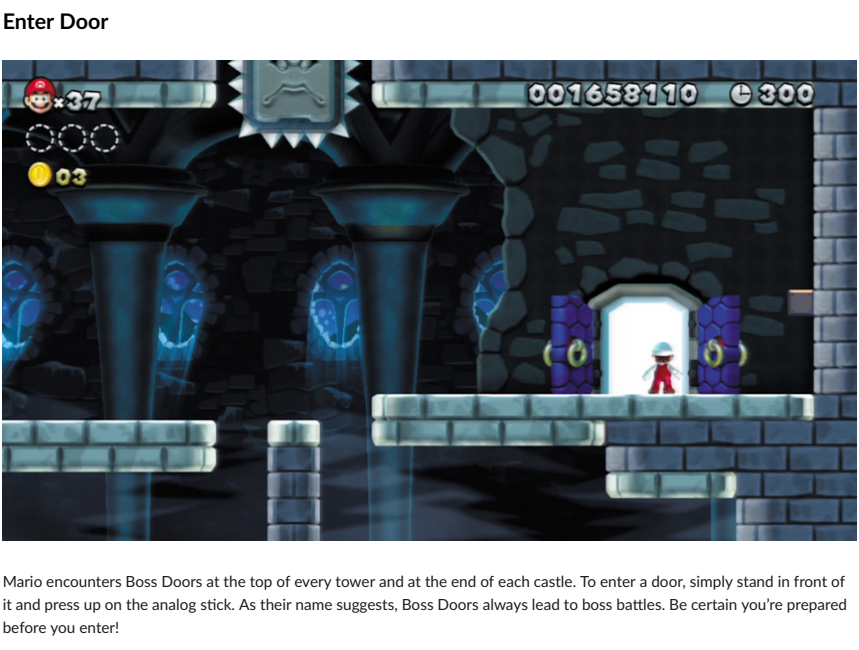
Crouch while running downhill to make Mario slide. Mario will defeat most enemies he slides into, except for fiery or spike-covered foes. Sliding is a fast, fun way to travel, so be on the lookout for places to slide!

Enter Pipe



You'll see plenty of Pipes in Mario's world, some of which are actually Warp Pipes that Mario can use to visit special areas. Simply crouch while standing atop a Pipe to see if Mario can enter it. Walk straight into sideways Pipes to see if they can be entered, and hold up on the analog stick to try entering overhead Pipes. Who knows where you'll pop out?

Enter Door

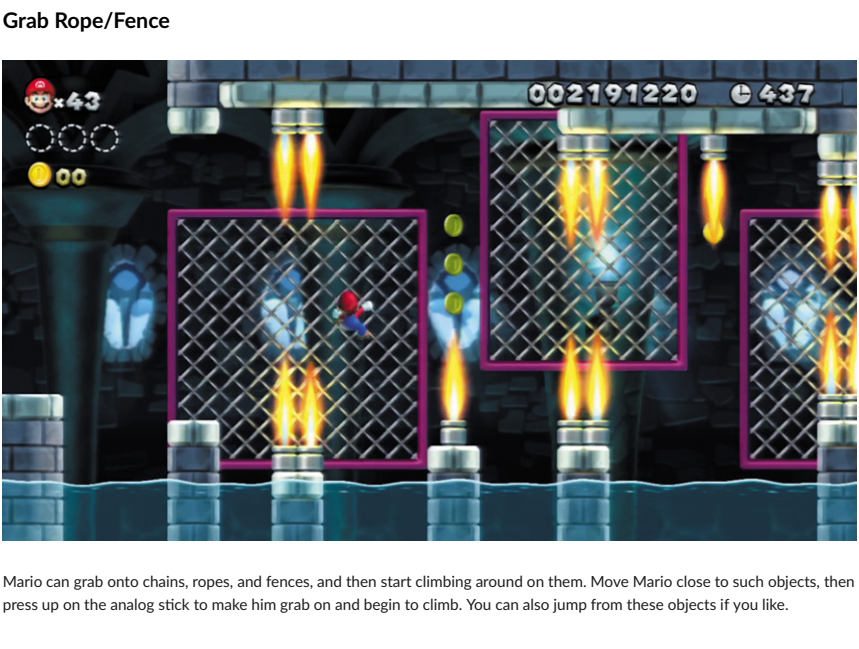


Mario encounters Boss Doors at the top of every tower and at the end of each castle. To enter a door, simply stand in front of it and press up on the analog stick. As their name suggests, Boss Doors always lead to boss battles. Be certain you're prepared before you enter!

Tip

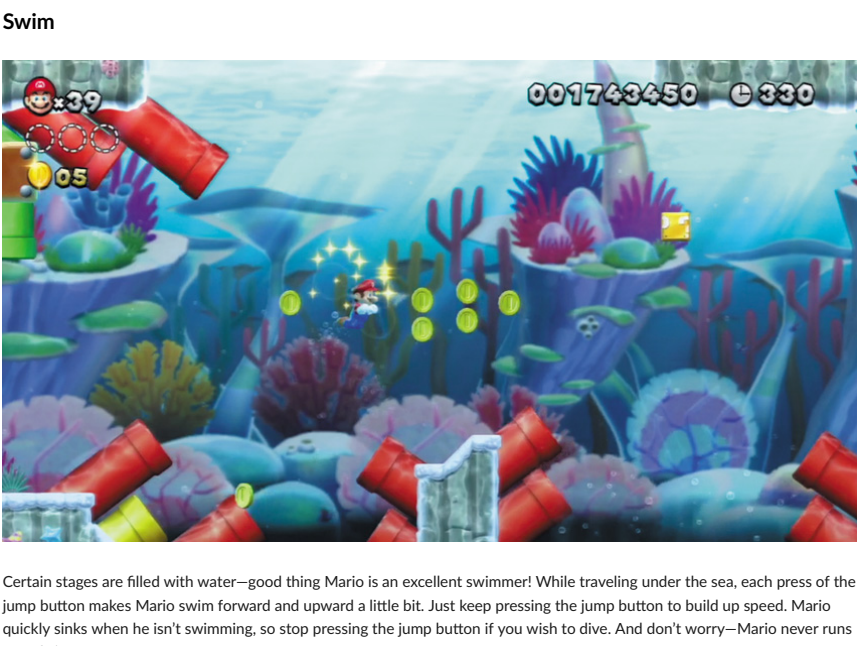
Check for hidden Blocks near Boss Doors—there's usually one nearby, and it always contains a useful Power-Up!

Grab Rope/Fence



Mario can grab onto chains, ropes, and fences, and then start climbing around on them. Move Mario close to such objects, then press up on the analog stick to make him grab on and begin to climb. You can also jump from these objects if you like.

Swim

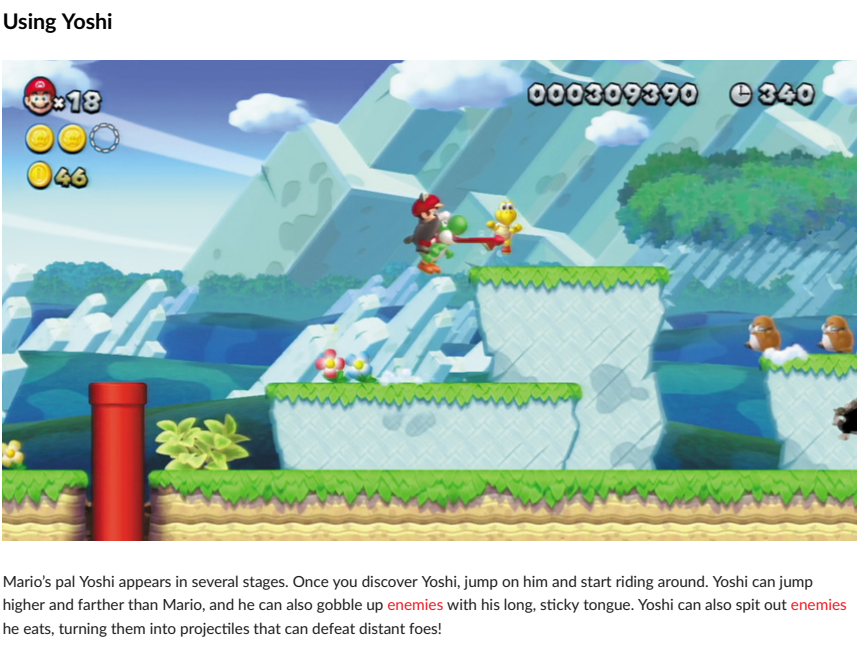


Certain stages are filled with water—good thing Mario is an excellent swimmer! While traveling under the sea, each press of the jump button makes Mario swim forward and upward a little bit. Just keep pressing the jump button to build up speed. Mario quickly sinks when he isn't swimming, so stop pressing the jump button if you wish to dive. And don't worry—Mario never runs out of air!

Tip

Hold the jump button while swimming, and Mario will perform a flutter kick that causes him to dive more slowly, giving you a little more control.

Using Yoshi



Mario's pal Yoshi appears in several stages. Once you discover Yoshi, jump on him and start riding around. Yoshi can jump higher and farther than Mario, and he can also gobble up enemies with his long, sticky tongue. Yoshi can also spit out enemies he eats, turning them into projectiles that can defeat distant foes!

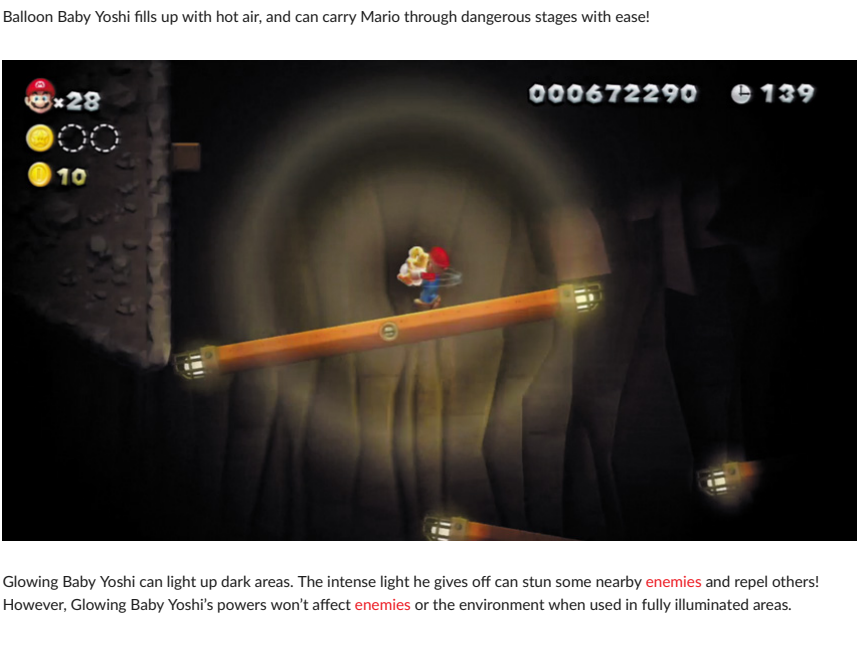
Tip

Yoshi loves fruit—feed him five pieces, and he'll give you a Power-Up! Small and Mini Mario get Super Mushrooms, while Super Mario receives a Fire Flower. Fire Mario gets an Ice Flower, and Ice Mario gets a Super Acorn. Every other form Mario takes will receive a 1-Up Mushroom. What a pal Yoshi is!

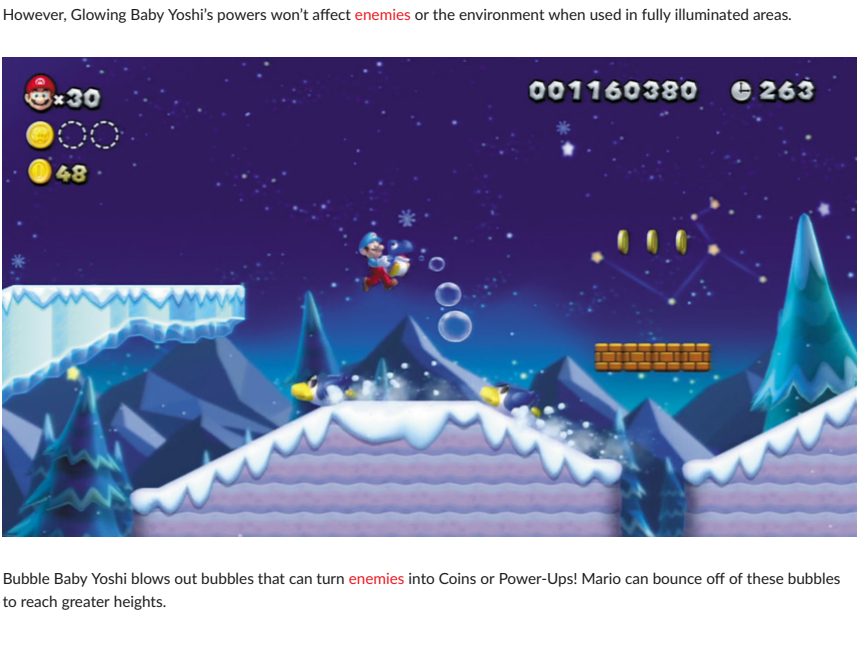
Baby Yoshis

Baby Yoshis come in three flavors: Balloon Baby Yoshi, Glowing Baby Yoshi, and Bubble Baby Yoshi. Each Baby Yoshi has unique abilities, but they all share a few similar traits. For starters, Mario must pick up a Baby Yoshi before he can use him. Also, Baby Yoshis will gobble up any enemies that Mario walks into while he is carrying them! Not every enemy can be eaten, mind you, but many can. Press the ZR Button while carrying a Baby Yoshi to use his special ability.

Balloon Baby Yoshi fills up with hot air, and can carry Mario through dangerous stages with ease!



Glowing Baby Yoshi can light up dark areas. The intense light he gives off can stun some nearby enemies and repel others! However, Glowing Baby Yoshi's powers won't affect enemies or the environment when used in fully illuminated areas.



Bubble Baby Yoshi blows out bubbles that can turn enemies into Coins or Power-Ups! Mario can bounce off of these bubbles to reach greater heights.

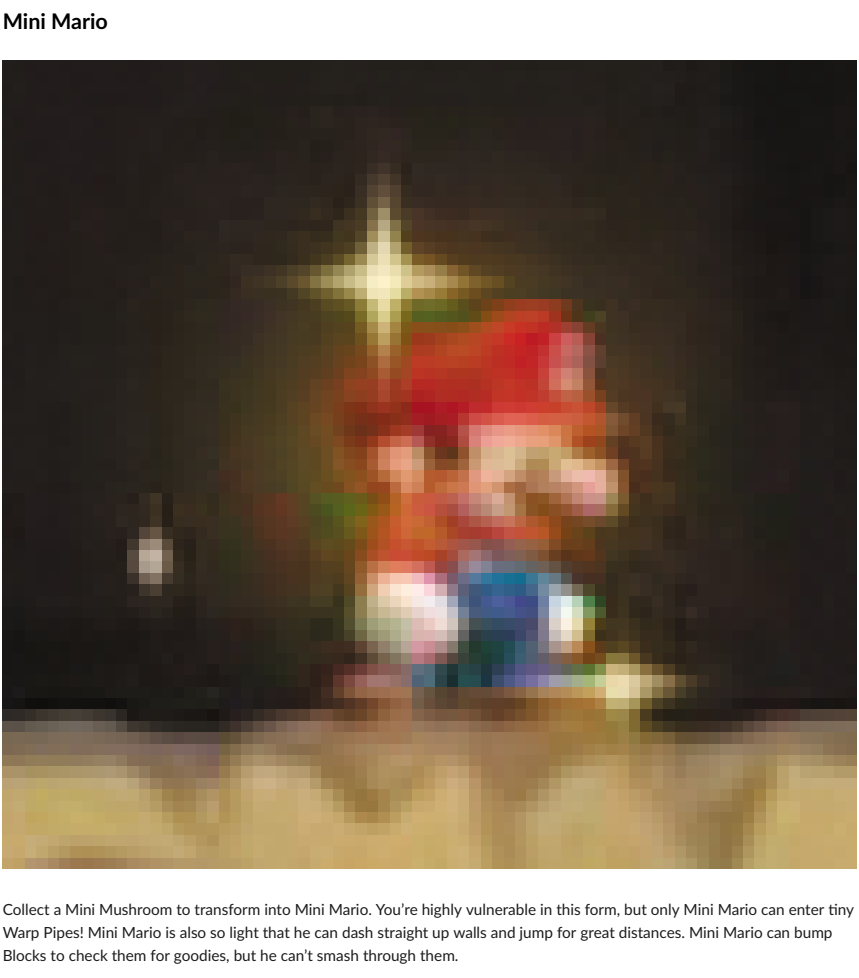
Note

Speak with a Baby Yoshi when you see one on the World Map, and it will follow you into the next stage. The only stages that Baby Yoshis won't dare to enter are towers, castles, and Boo Houses.

Tip

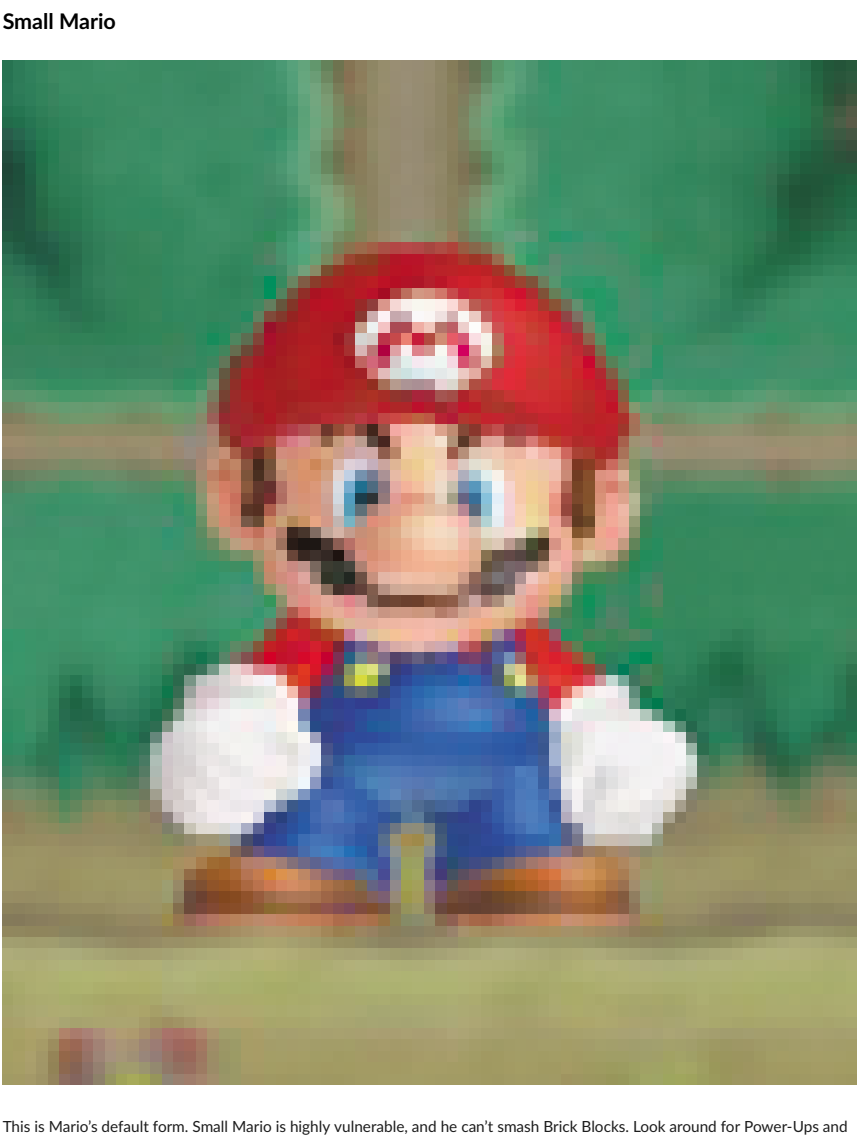
Bring any Baby Yoshi into underwater stages—they make great swimming companions!

Mini Mario



Collect a Mini Mushroom to transform into Mini Mario. You're highly vulnerable in this form, but only Mini Mario can enter tiny Warp Pipes! Mini Mario is also so light that he can dash straight up walls and jump for great distances. Mini Mario can bump Blocks to check them for goodies, but he can't smash through them.

Small Mario



This is Mario's default form. Small Mario is highly vulnerable, and he can't smash Brick Blocks. Look around for Power-Ups and transform him quick!

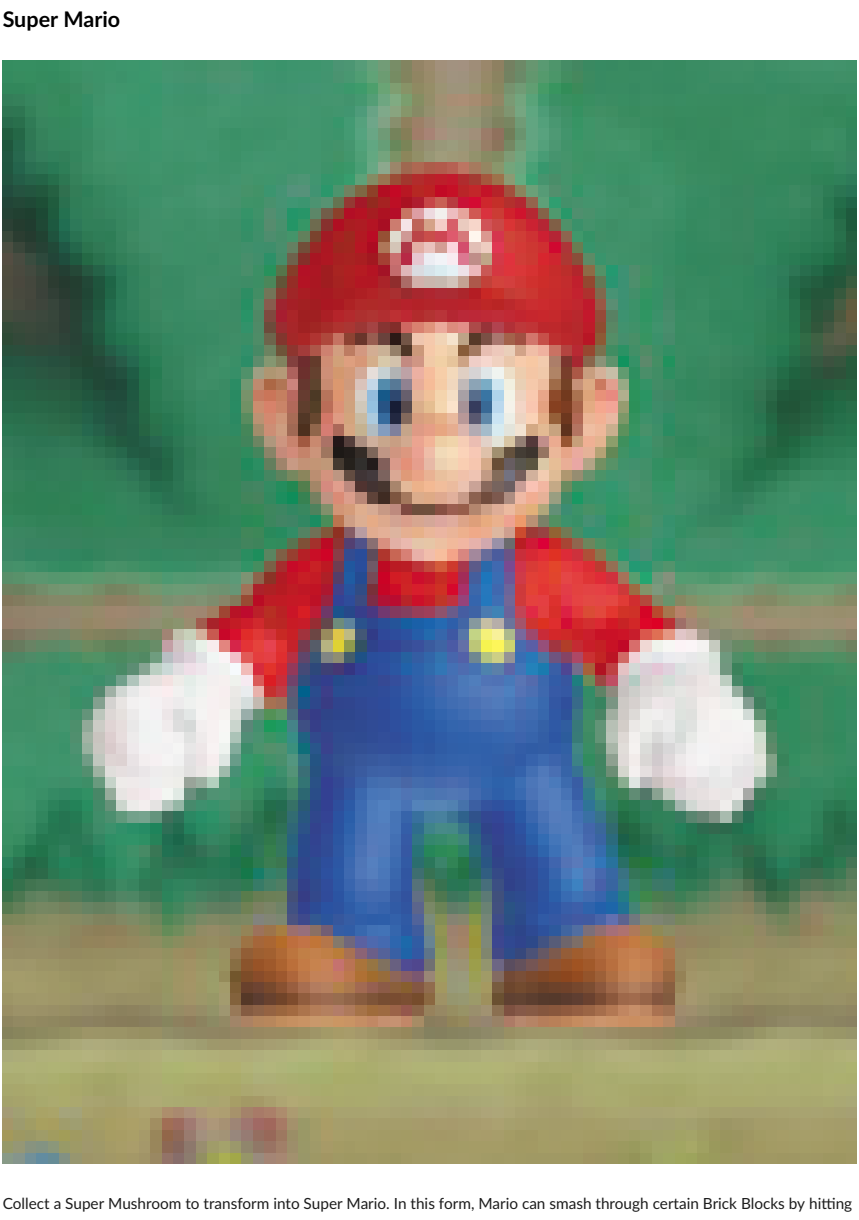
Note

When Small Mario activates a Checkpoint Flag, he's automatically transformed into Super Mario. Nice!

Note

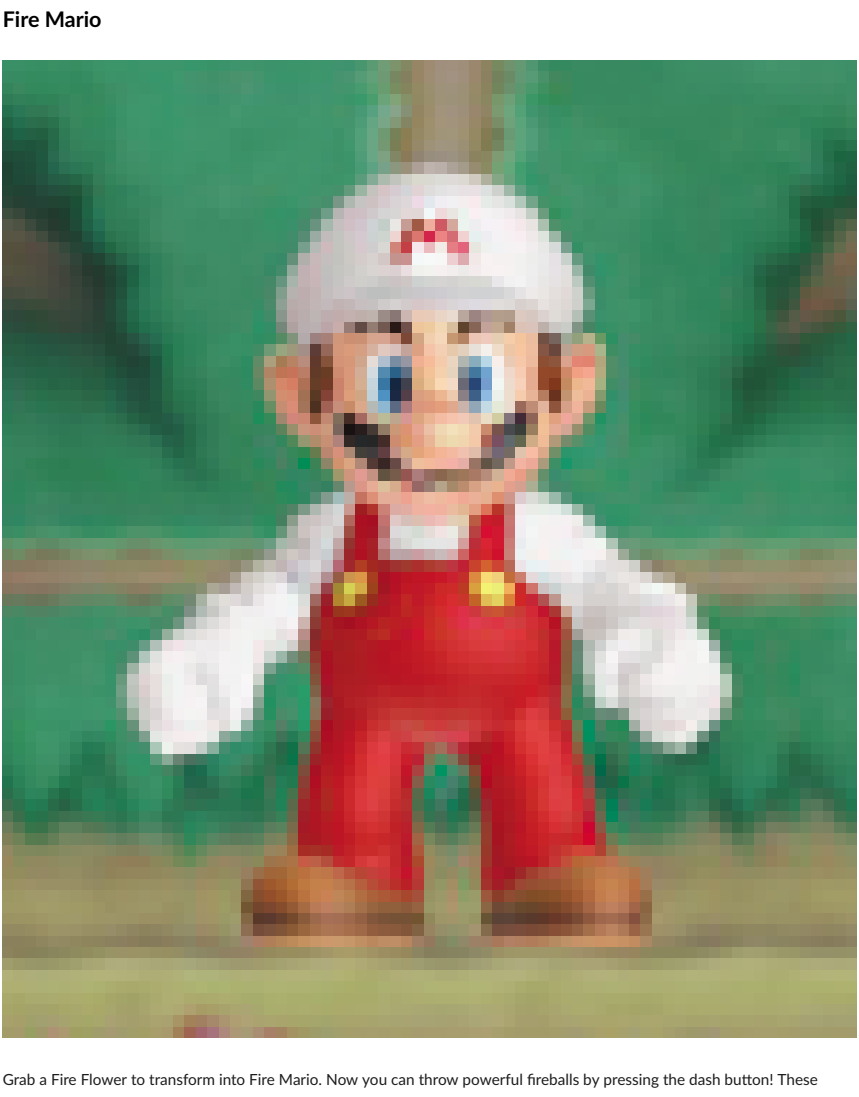
Many ? Blocks that provide Power-Ups will give you a Super Mushroom when you hit them with Small or Mini Mario. When you hit the same ? Block in any other form, it will instead give its default Power-Up (usually a Fire Flower, Ice Flower, or Super Acorn). In short, you must often transform from Small Mario to Super Mario before you may obtain an even more powerful form. Some ? Blocks will give Coins instead of Power-Ups when Super Mario bumps them.

Super Mario



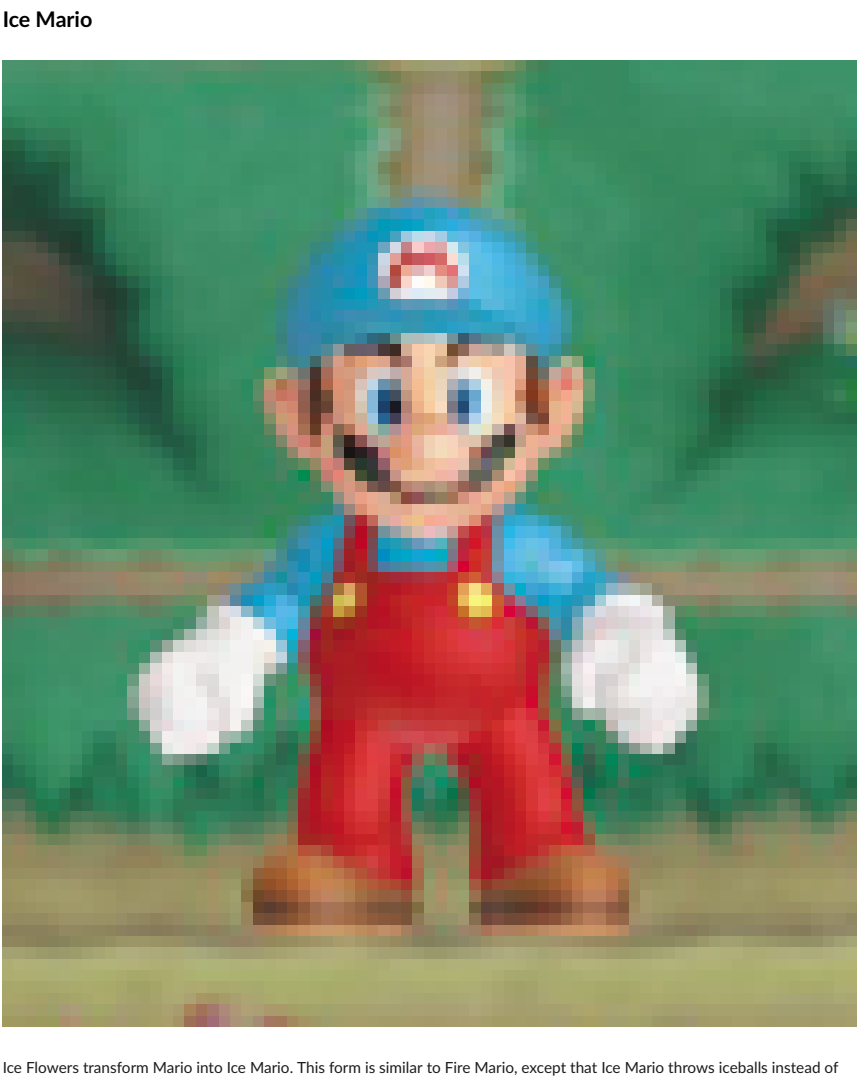
Collect a Super Mushroom to transform into Super Mario. In this form, Mario can smash through certain Brick Blocks by hitting them from below with a jump or landing on them with a ground pound from above. Mario is less vulnerable in this form because he won't be defeated if he's hit—he'll be reduced to Small Mario instead.

Fire Mario



Grab a Fire Flower to transform into Fire Mario. Now you can throw powerful fireballs by pressing the dash button! These fireballs will bounce along the ground until they hit something, which allows Fire Mario to defeat enemies from afar. This includes enemies that can't be defeated with stomps, such as Piranha Plants. As you can see, Fire Mario is quite a powerful form!

Ice Mario

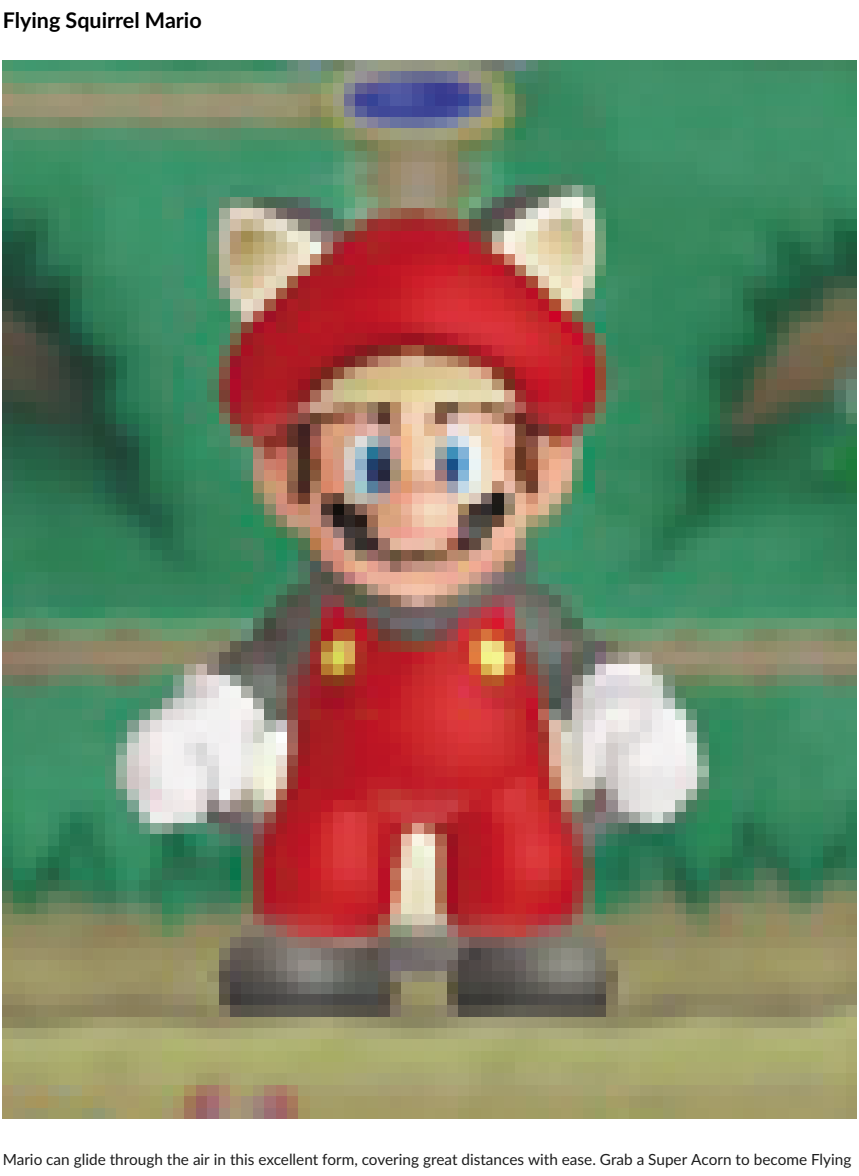


Ice Flowers transform Mario into Ice Mario. This form is similar to Fire Mario, except that Ice Mario throws iceballs instead of fireballs. These projectiles vanish shortly after bouncing, so they have a shorter range than fireballs—however, iceballs are far more versatile because they can freeze Mario's enemies solid! Once an enemy has been frozen, Mario can usually pick it up, carry it around, and then toss it to defeat other foes. Larger frozen enemies that can't be carried can still be defeated by smashing them with a ground pound (or by jumping into them from below). Frozen enemies can also be used as platforms, helping Mario reach high areas or traverse dangerous passages more easily. Enemies that can't be defeated with fireballs can sometimes be defeated by Ice Mario when he freezes and smashes them (Dry Bones, for example).

Tip

Freeze and throw Ice Mario's foes to collect out-of-reach goodies with greater ease!

Flying Squirrel Mario



Mario can glide through the air in this excellent form, covering great distances with ease. Grab a Super Acorn to become Flying Squirrel Mario, then simply hold the jump button to glide. Press the ZR Button (or shake the Wii Remote) to perform a flying squirrel jump, and Mario will soar up into the sky! Mario loses the ability to glide after performing a flying squirrel jump, however, and only one flying squirrel jump can be used before Mario must land.

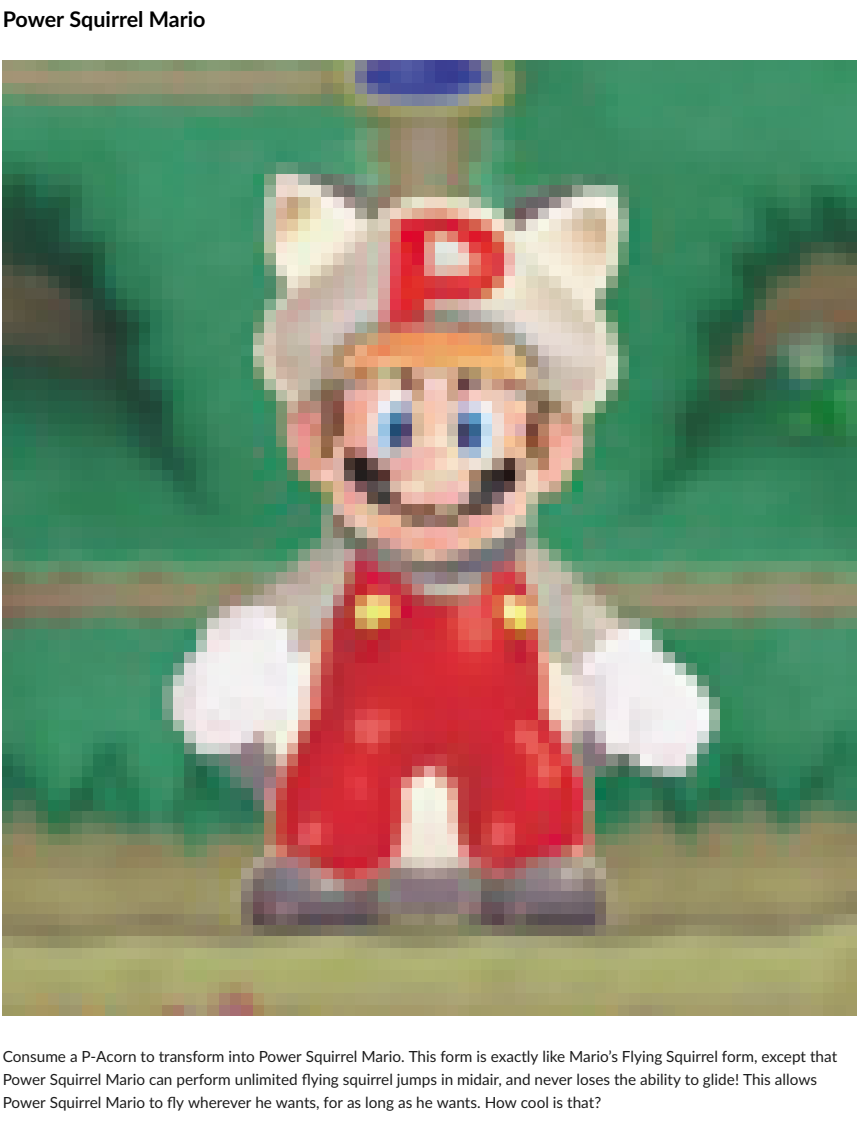
Tip

If possible, preserve your glide by bouncing off enemies—you'll then be able to perform another flying squirrel jump!

Note

Flying Squirrel Mario can also cling to walls for a brief time.

Power Squirrel Mario



Consume a P-Acorn to transform into Power Squirrel Mario. This form is exactly like Mario's Flying Squirrel form, except that Power Squirrel Mario can perform unlimited flying squirrel jumps in midair, and never loses the ability to glide! This allows Power Squirrel Mario to fly wherever he wants, for as long as he wants. How cool is that?

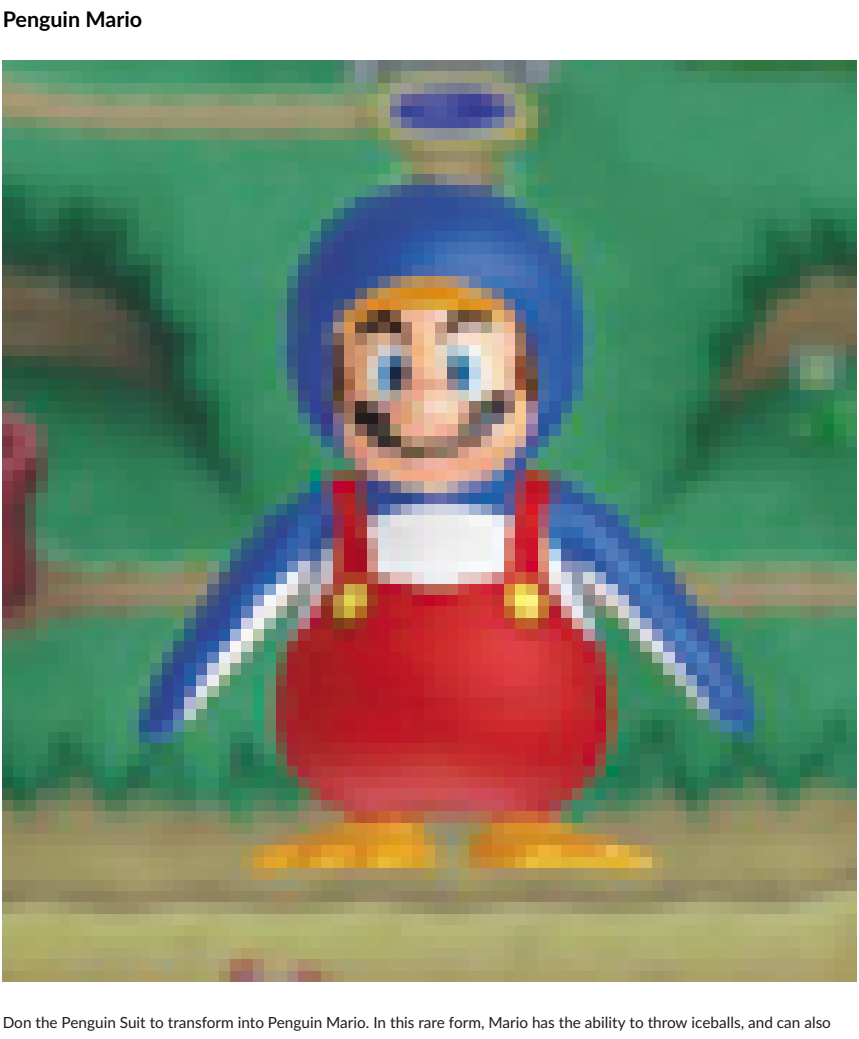
Note

P-Acorns are very rare, and can be acquired only by catching Nabbit. See the previous chapter's "Catching Nabbit" section for details.

Tip

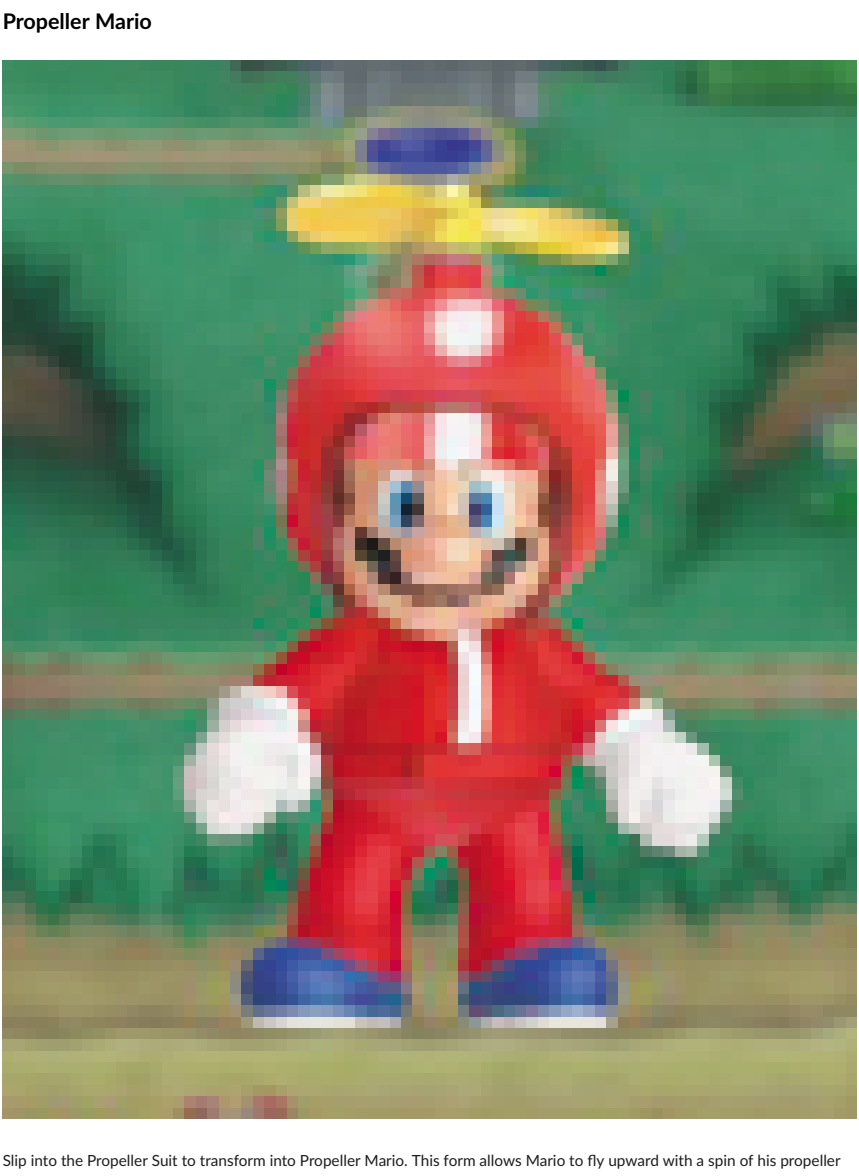
Some levels with entry Warp Pipes can be easily beaten by Power Squirrel Mario. Instead of entering the Warp Pipe, fly up high right from the start. Then just keep flying to the right, and you'll skip straight to the finish!

Penguin Mario



Don the Penguin Suit to transform into Penguin Mario. In this rare form, Mario has the ability to throw iceballs, and can also slide on his belly for far greater distances than he could normally slide. Penguin Mario is also a fantastic swimmer—he can swim faster than normal and travels in a straight line the whole time. In short, Penguin Mario is ideal for icy and watery stages—but the Penguin Suit is a rare Power-Up that can only be acquired from Toad when you visit Superstar Road!

Propeller Mario

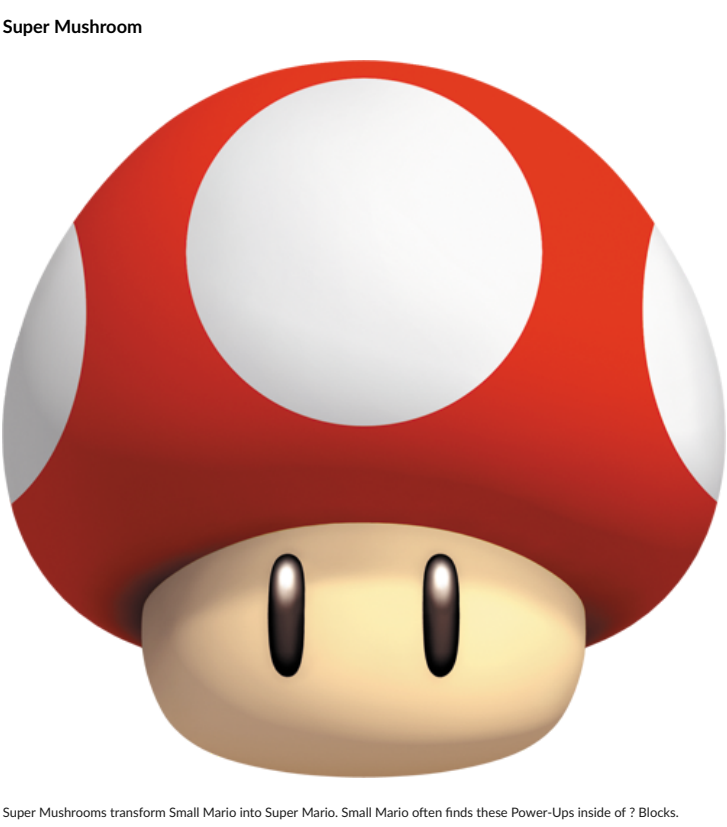


Slip into the Propeller Suit to transform into Propeller Mario. This form allows Mario to fly upward with a spin of his propeller and quickly gain plenty of height. Propeller Mario can also dive straight down with a drill-like spin that can destroy Brick Blocks and defeat enemies. The Propeller Suit is another rare Power-Up that can only be obtained by visiting Toad at Superstar Road.

Items and Objects

Power-Ups

Super Mushroom

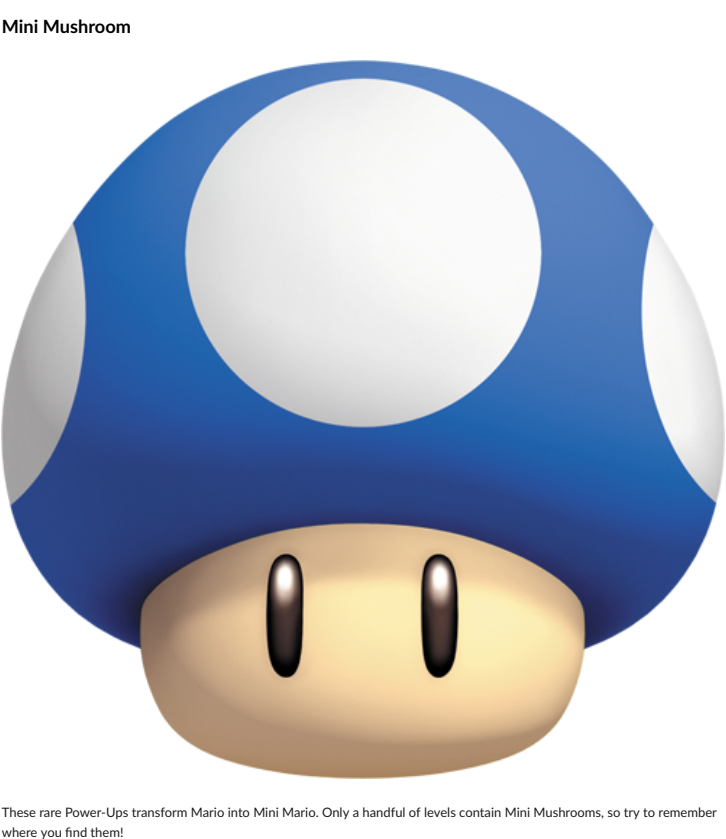


Super Mushrooms transform Small Mario into Super Mario. Small Mario often finds these Power-Ups inside of ? Blocks. However, if Super Mario were to hit the same ? Block, a more advanced Power-Up would likely pop out. That's just how it goes!

Note

See the previous chapter's "Transformations" sections for an in-depth look at each of Mario's different forms.

Mini Mushroom

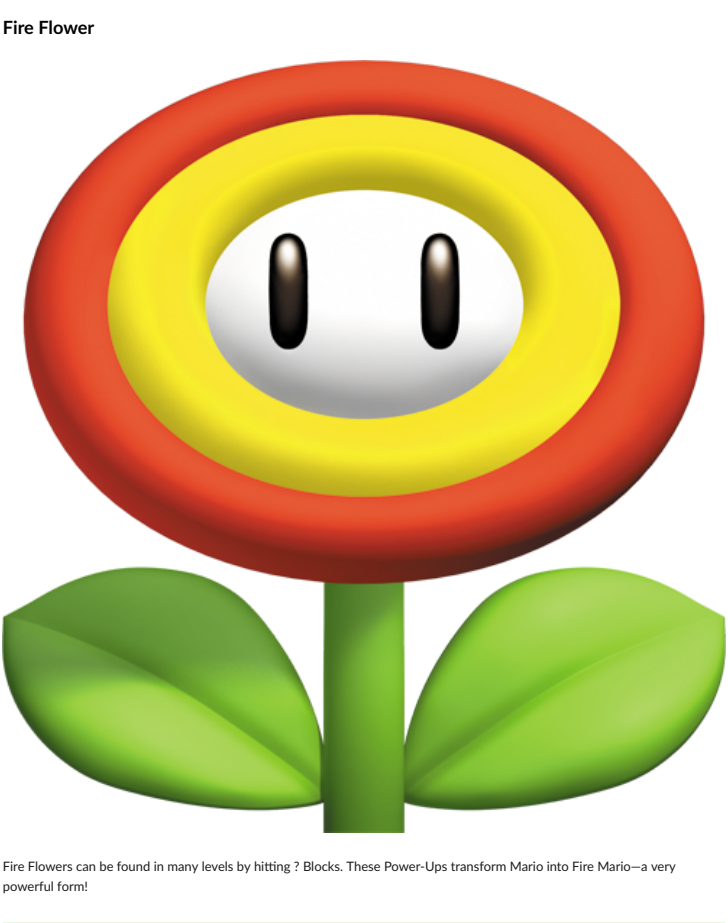


These rare Power-Ups transform Mario into Mini Mario. Only a handful of levels contain Mini Mushrooms, so try to remember where you find them!

Tip

Layer-Cake Desert 4—Spikes Spouting Sands is one Mini Mushroom source—you'll find the Mini Mushroom in a secret underground area beyond a Warp Pipe.

Fire Flower

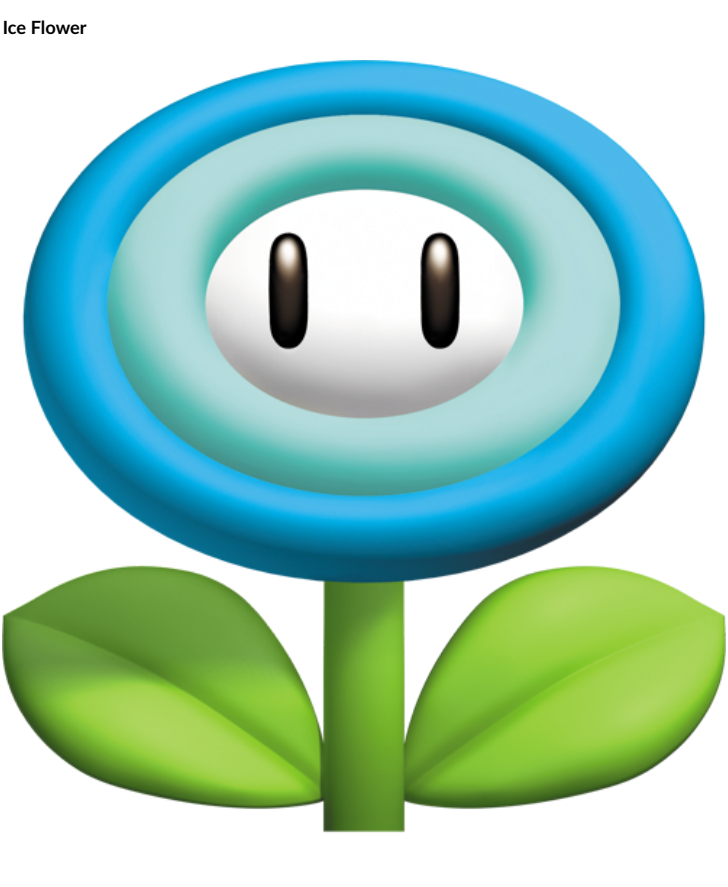


Fire Flowers can be found in many levels by hitting ? Blocks. These Power-Ups transform Mario into Fire Mario—a very powerful form!

Tip

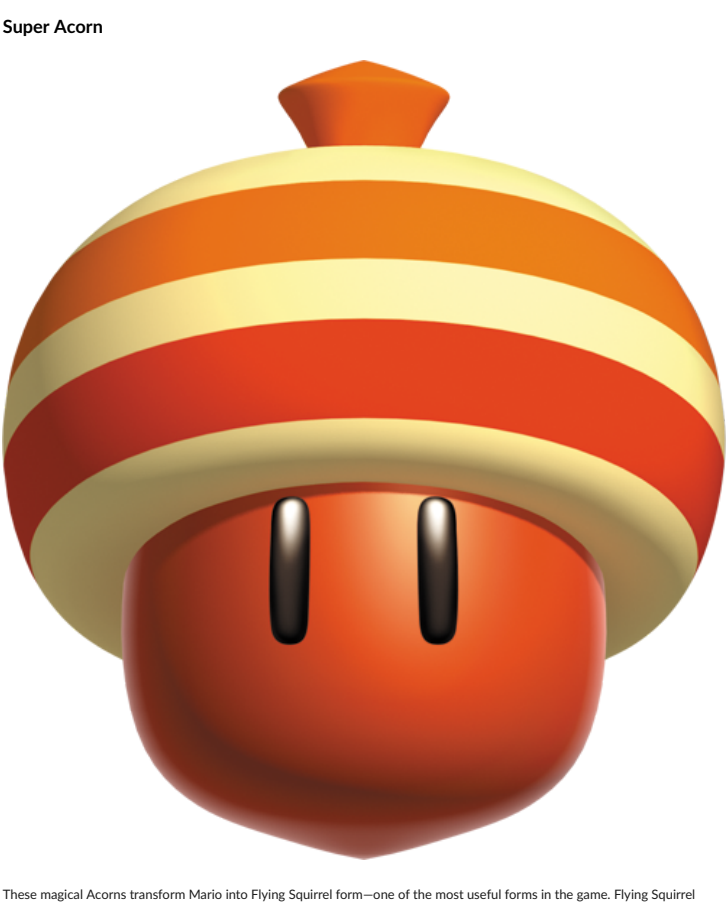
Hidden Blocks near Boss Doors often contain Fire Flowers. Collect these to become Fire Mario before entering the Boss Door, and then you can burn the boss with fireballs!

Ice Flower



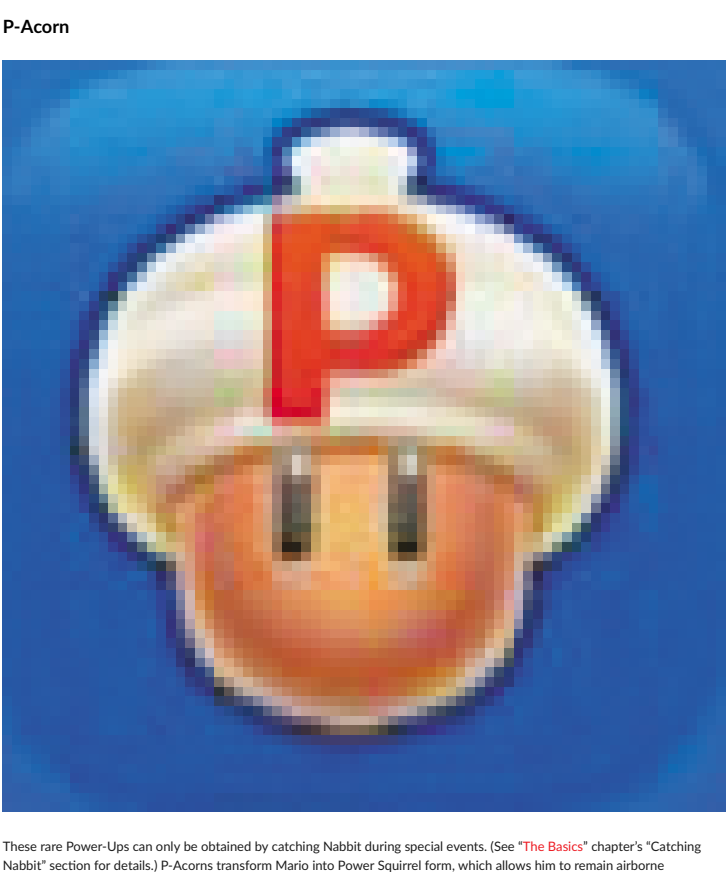
In some levels, ? Blocks will give you Ice Flowers. Collect these Power-Ups to transform into Ice Mario—a versatile form that allows Mario to freeze his enemies solid with iceballs!

Super Acorn



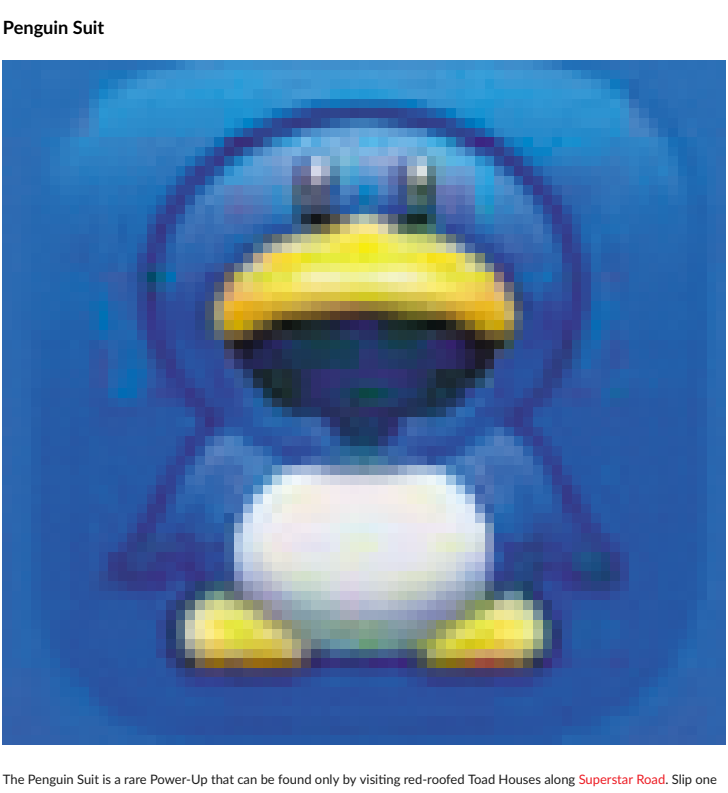
These magical Acorns transform Mario into Flying Squirrel form—one of the most useful forms in the game. Flying Squirrel Mario can cling to walls, glide through the air, and soar up high with his flying squirrel jumps. There's no better way to travel!

P-Acorn



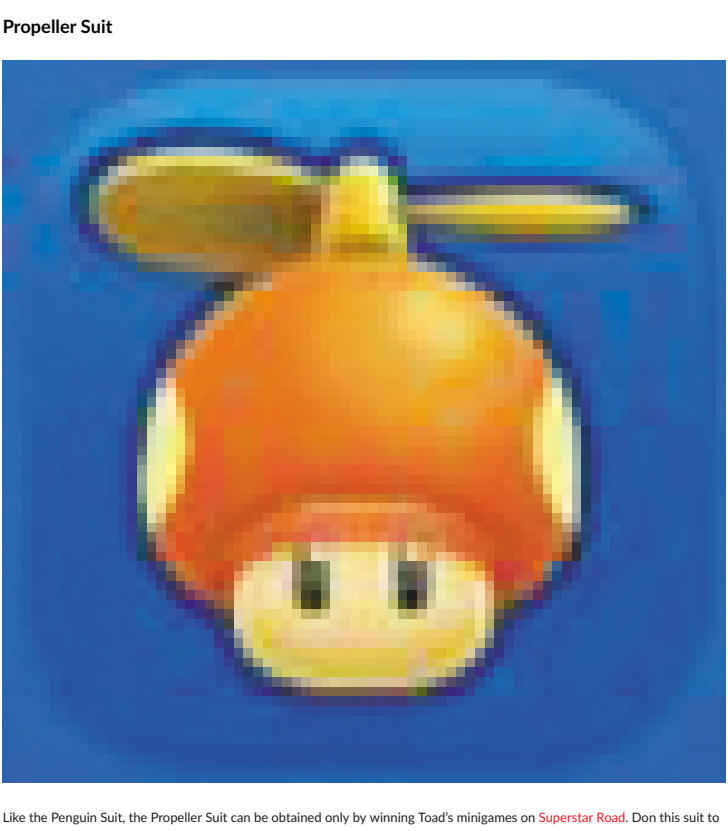
These rare Power-Ups can only be obtained by catching Nabbit during special events. (See "The Basics" chapter's "Catching Nabbit" section for details.) P-Acorns transform Mario into Power Squirrel form, which allows him to remain airborne indefinitely by performing unlimited flying squirrel jumps. Up, up, and away!

Penguin Suit



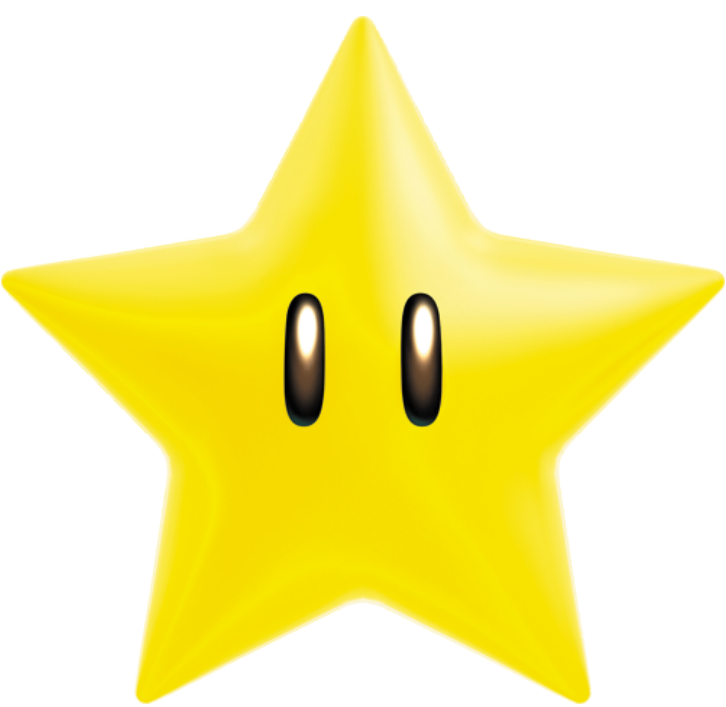
The Penguin Suit is a rare Power-Up that can be found only by visiting red-roofed Toad Houses along Superstar Road. Slip one on to transform into Penguin Mario—an iceball-tossing, belly-flopping, underwater ace!

Propeller Suit



Like the Penguin Suit, the Propeller Suit can be obtained only by winning Toad's minigames on Superstar Road. Don this suit to transform into Propeller Mario. You'll then be able to zip through stages with astounding upward mobility!

Super Star



Super Stars are uncommon Power-Ups that temporarily grant Mario incredible power. Mario is largely invincible while enjoying the benefits of a Super Star, and will defeat any enemy he touches, including powerful enemies like the Dragoneel.

Caution

Even after finding a Super Star, Mario must still beware of falling, being squashed, and taking a dip into lava (or the Soda Jungle's Poison Bog).

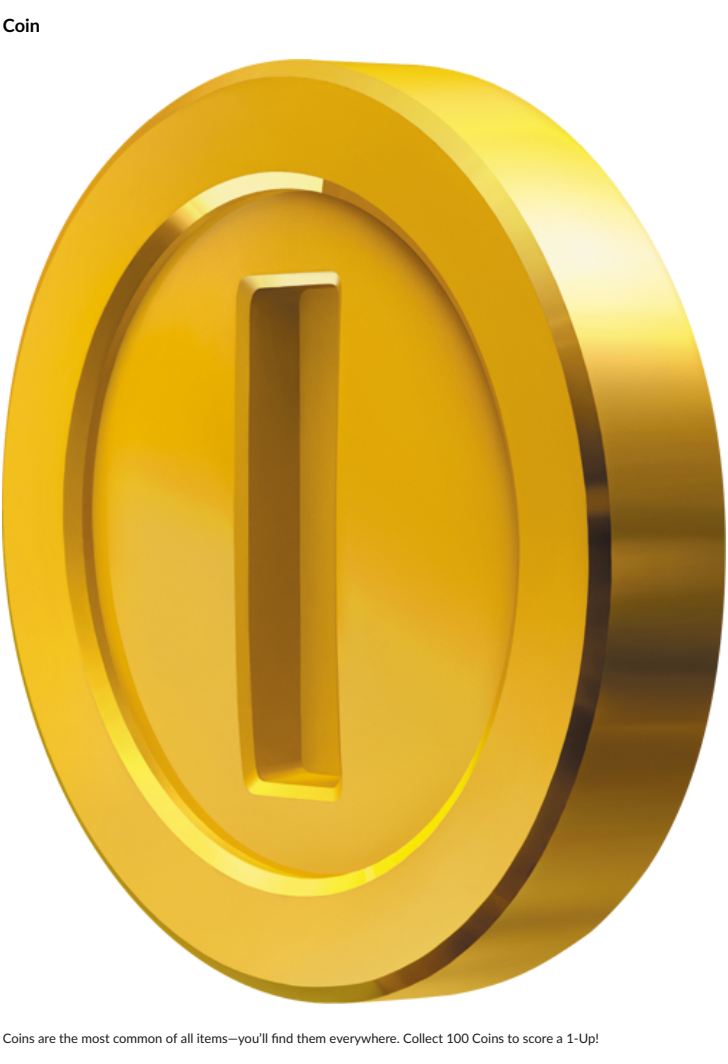
Note

In some levels, you can find bonus Super Stars by hitting other ? Blocks before Mario's Star power fades. Speed through these stages and hit those ? Blocks to keep your Super Star power going strong!

Tip

Mario will earn a Super Star each time he defeats World Map enemies. But if you don't feel like battling World Map enemies, just use a Super Star while exploring the World Map, and you'll instantly defeat any enemies you encounter!

Coin

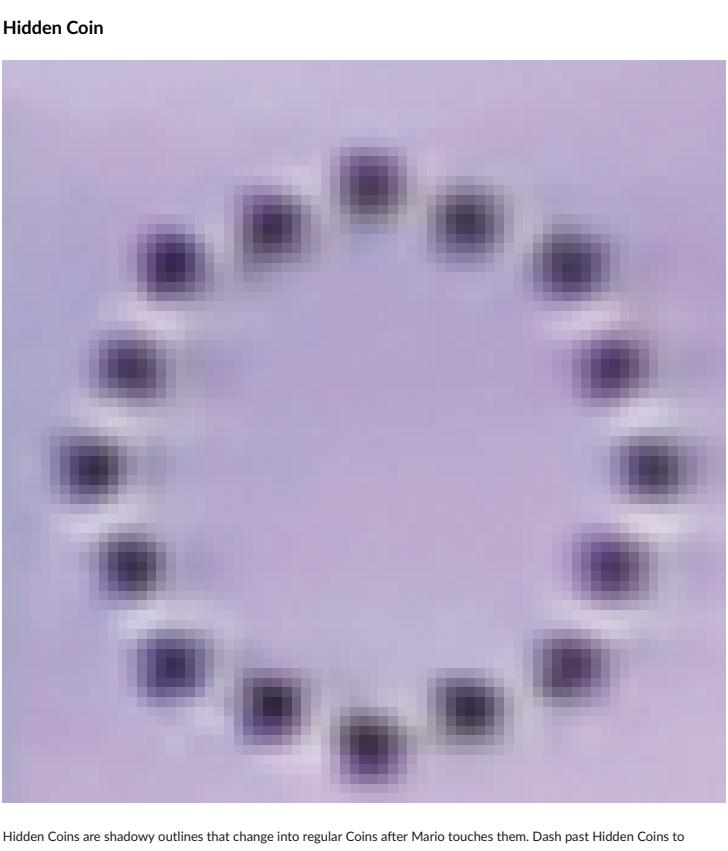


Coins are the most common of all items—you'll find them everywhere. Collect 100 Coins to score a 1-Up!

Tip

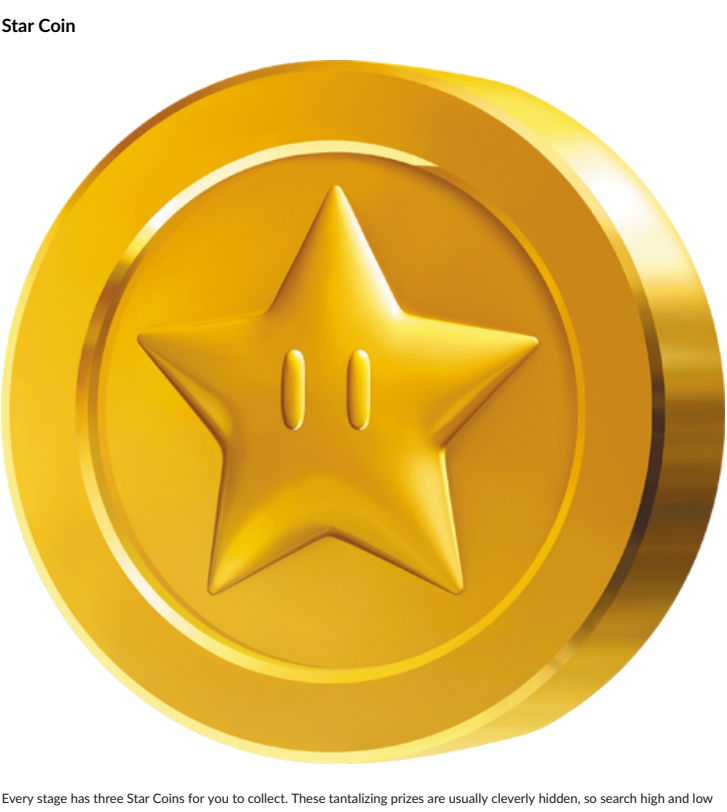
Coin formations often point toward important places or hidden secrets. Follow those Coins and see where they lead!

Hidden Coin



Hidden Coins are shadowy outlines that change into regular Coins after Mario touches them. Dash past Hidden Coins to expose them, then turn around and grab 'em!

Star Coin

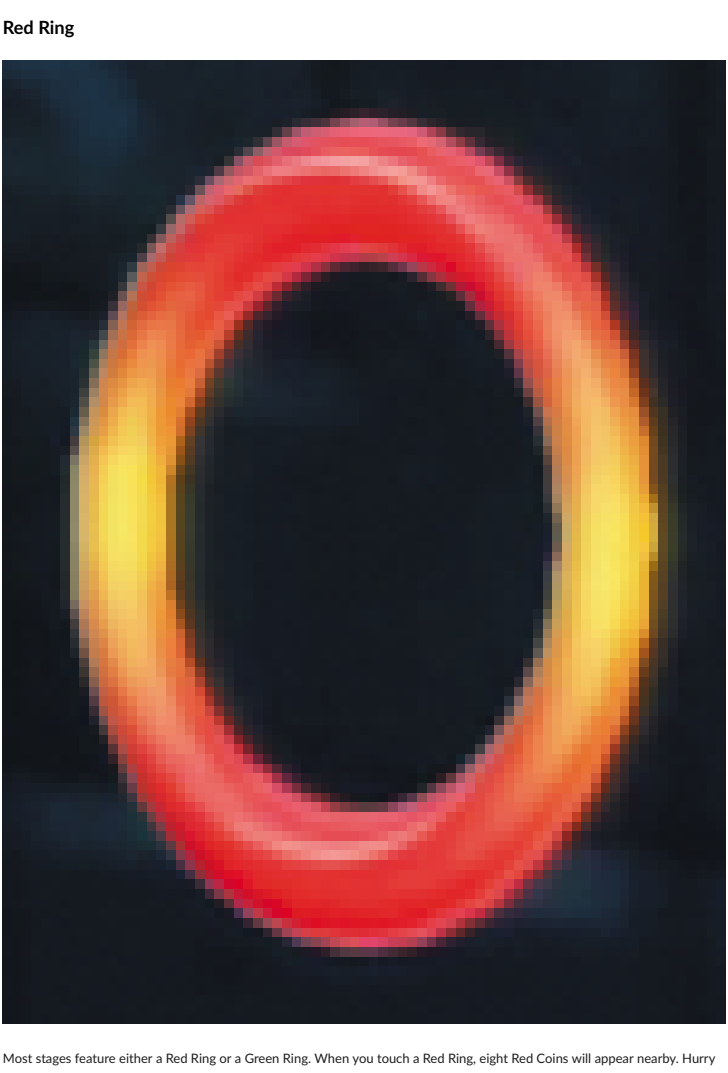


Every stage has three Star Coins for you to collect. These tantalizing prizes are usually cleverly hidden, so search high and low for them!

Tip

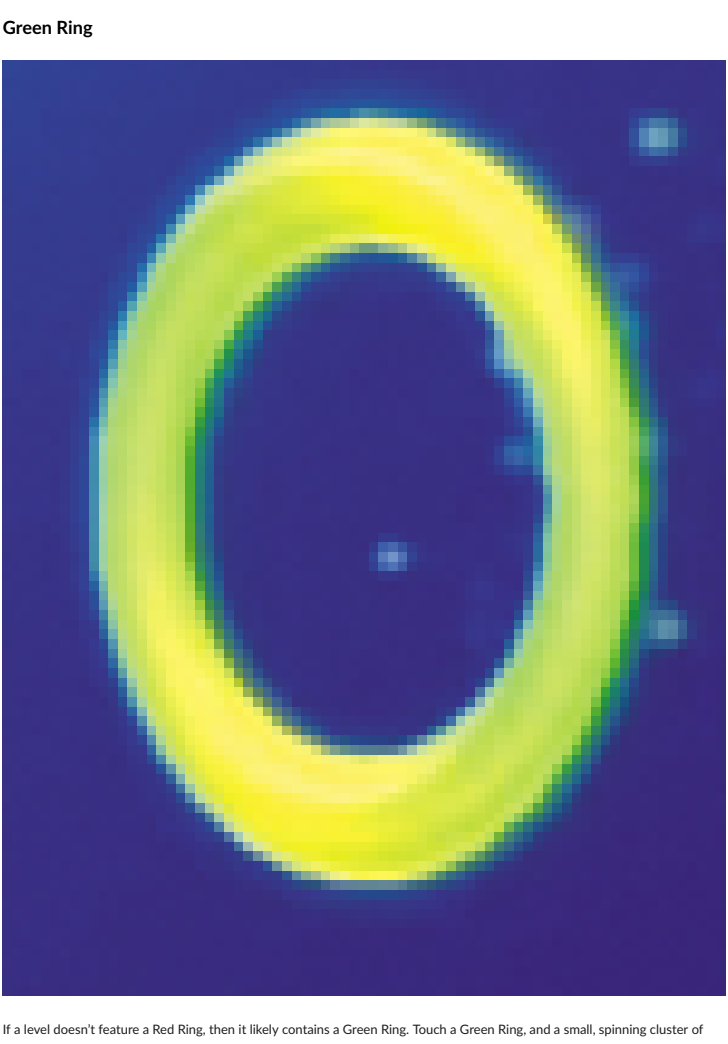
When you collect a Star Coin, its icon appears at the upper-right corner of your screen. This can help you narrow your search for missing Star Coins. For example, if the first Star Coin you've found turns out to be the second one, you know that you must have passed by the first Star Coin. Backtrack a bit and search for it!

Red Ring



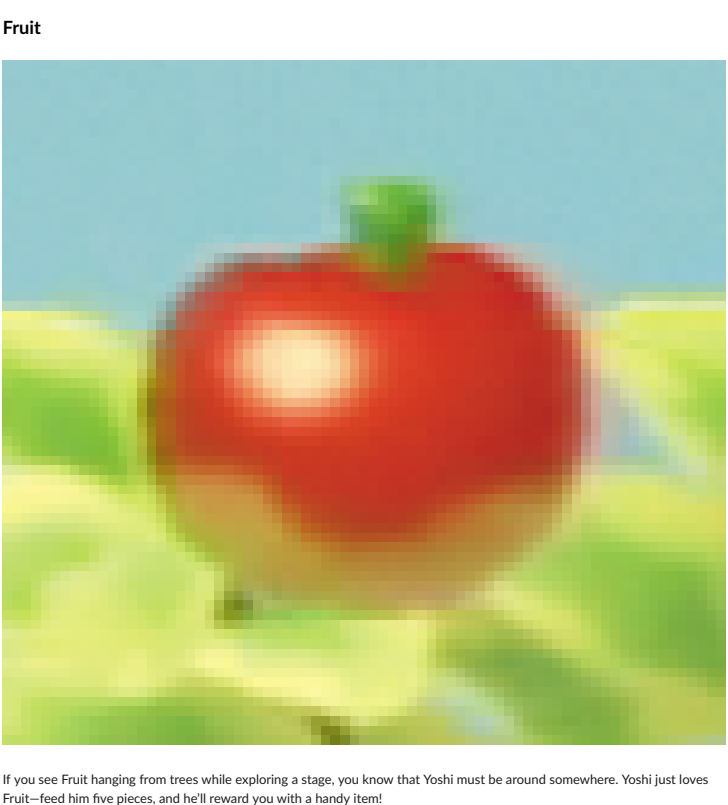
Most stages feature either a Red Ring or a Green Ring. When you touch a Red Ring, eight Red Coins will appear nearby. Hurry and collect them all before they vanish, and you'll score a special item—usually a Power-Up or a 1-Up Mushroom!

Green Ring



If a level doesn't feature a Red Ring, then it likely contains a Green Ring. Touch a Green Ring, and a small, spinning cluster of Green Coins will appear nearby. Collect those Green Coins, and then a second cluster will appear. Keep collecting those clusters until you've grabbed all five—a special item will be your prize!

Fruit

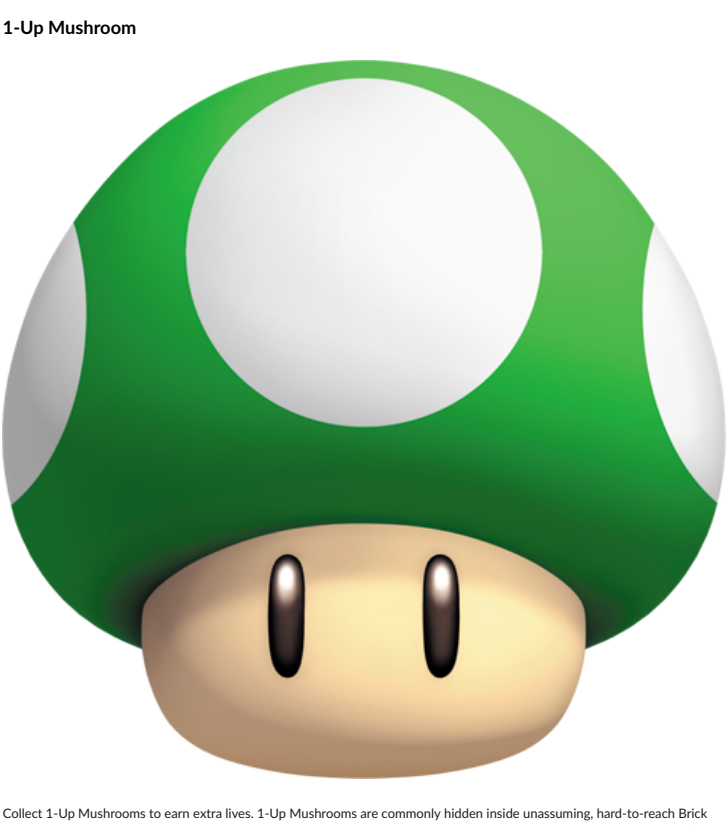


If you see Fruit hanging from trees while exploring a stage, you know that Yoshi must be around somewhere. Yoshi just loves Fruit—feed him five pieces, and he'll reward you with a handy item!

Tip

Some enemies will briefly transform into Fruit (Pokeys and Bramballs, for example). Be sure to feed these baddies to your pal, Yoshi!

1-Up Mushroom

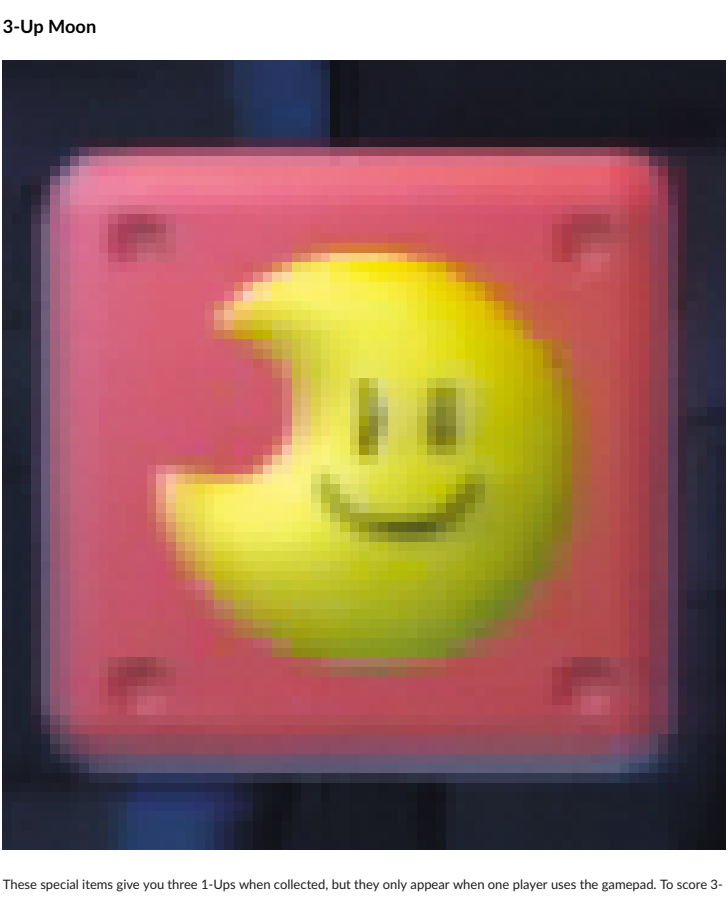


Collect 1-Up Mushrooms to earn extra lives. 1-Up Mushrooms are commonly hidden inside unassuming, hard-to-reach Brick Blocks. Mario must often approach these Brick Blocks from a specific angle to hit them and collect the 1-Up Mushroom. (For example, sometimes Mario must discover a hidden passage that leads to the Brick Block.) Toad also awards 1-Up Mushrooms when you visit his green-roofed houses.

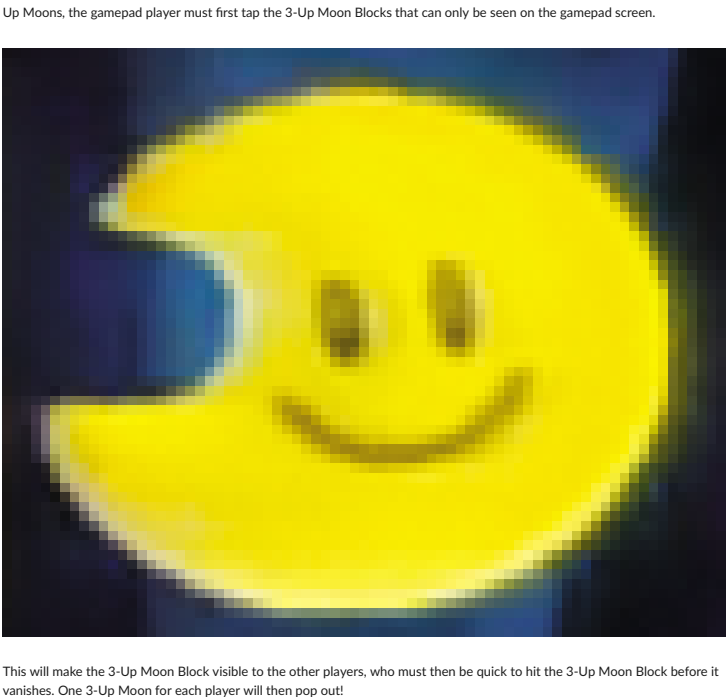
Tip

There are other ways to earn 1-Ups. One of the most common is to stomp multiple enemies without touching the ground. A great place to do this is Soda Jungle 1—Jungle of the Giants. Stomp all of those Big Goombas at the start without landing to rack up the 1-Ups!

3-Up Moon

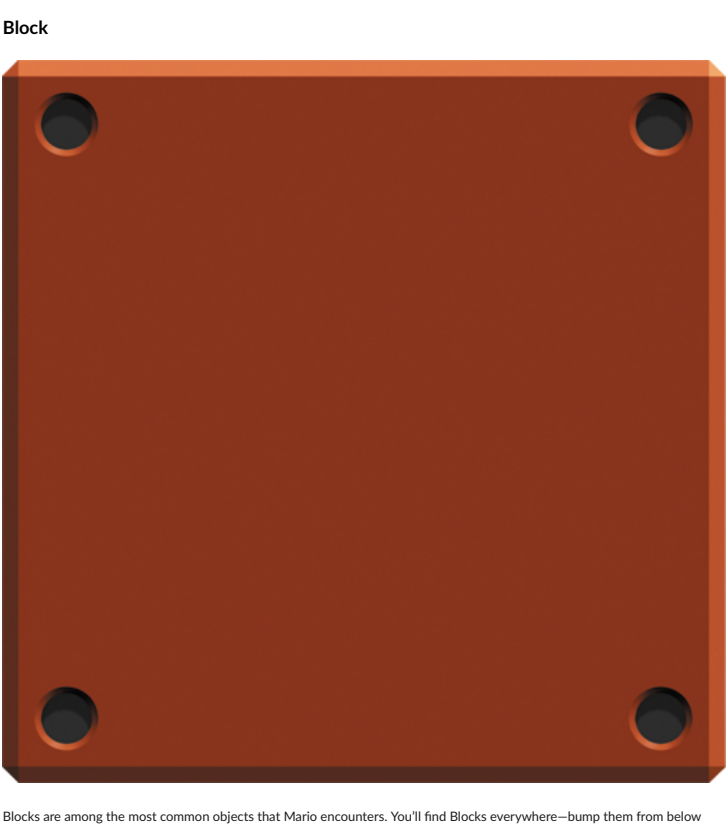


These special items give you three 1-Ups when collected, but they only appear when one player uses the gamepad. To score 3-Up Moons, the gamepad player must first tap the 3-Up Moon Blocks that can only be seen on the gamepad screen.



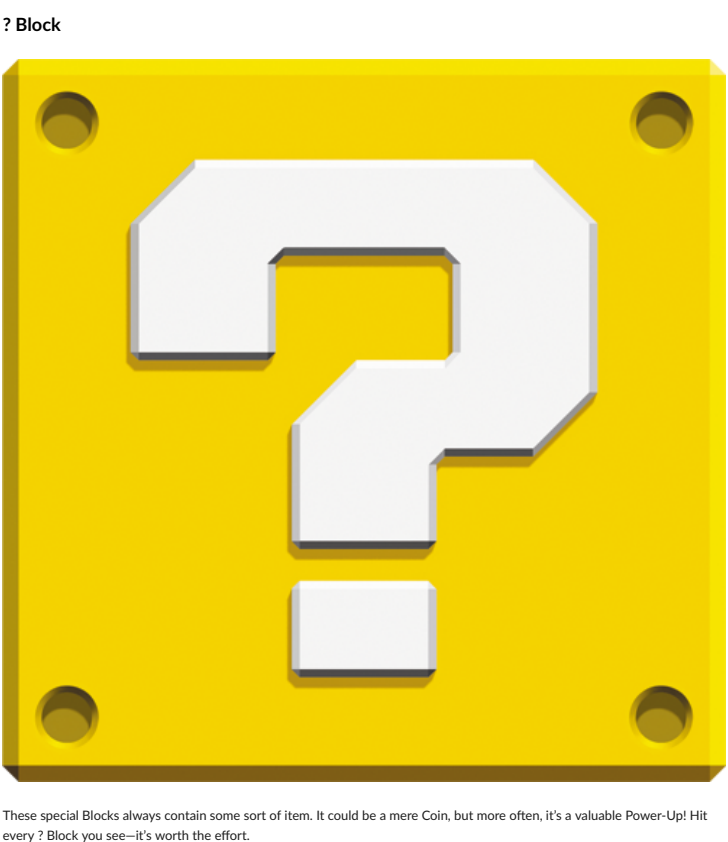
This will make the 3-Up Moon Block visible to the other players, who must then be quick to hit the 3-Up Moon Block before it vanishes. One 3-Up Moon for each player will then pop out!

Block



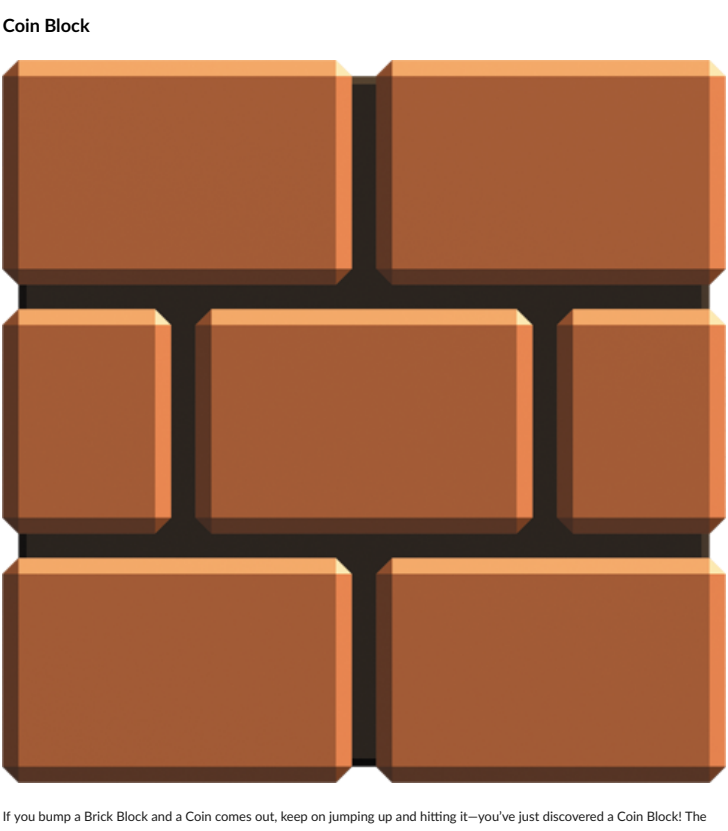
Blocks are among the most common objects that Mario encounters. You'll find Blocks everywhere—bump them from below with a jump, or hit them from above with a ground pound, and see if anything special pops out!

? Block



These special Blocks always contain some sort of item. It could be a mere Coin, but more often, it's a valuable Power-Up! Hit every ? Block you see—it's worth the effort.

Coin Block

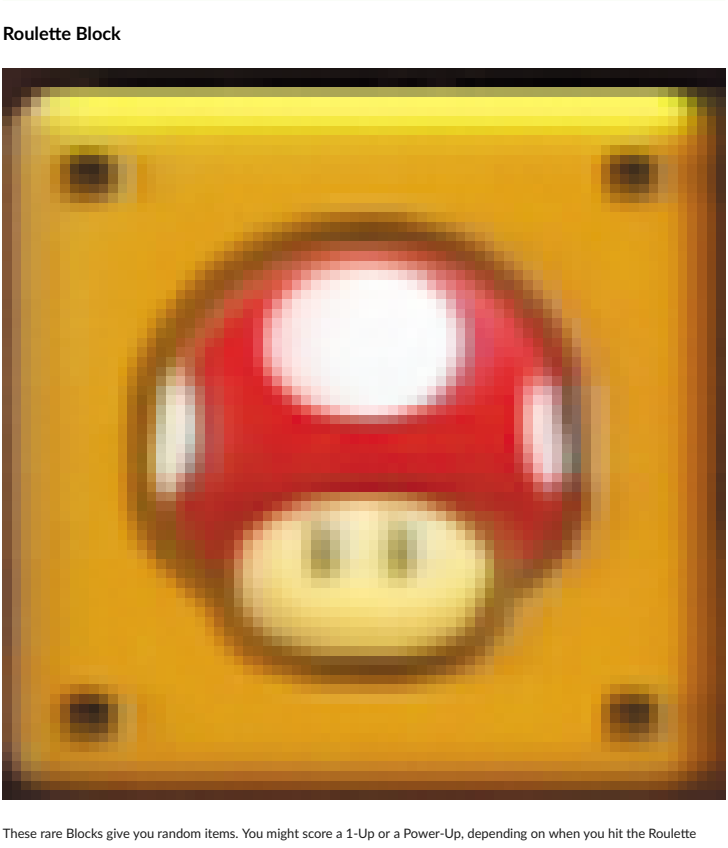


If you bump a Brick Block and a Coin comes out, keep on jumping up and hitting it—you've just discovered a Coin Block! The faster you bump these unassuming Blocks, the more Coins you'll score. Some Coin Blocks only give you one Coin, though. Coin Blocks become solid Blocks when they've no more Coins to give.

Tip

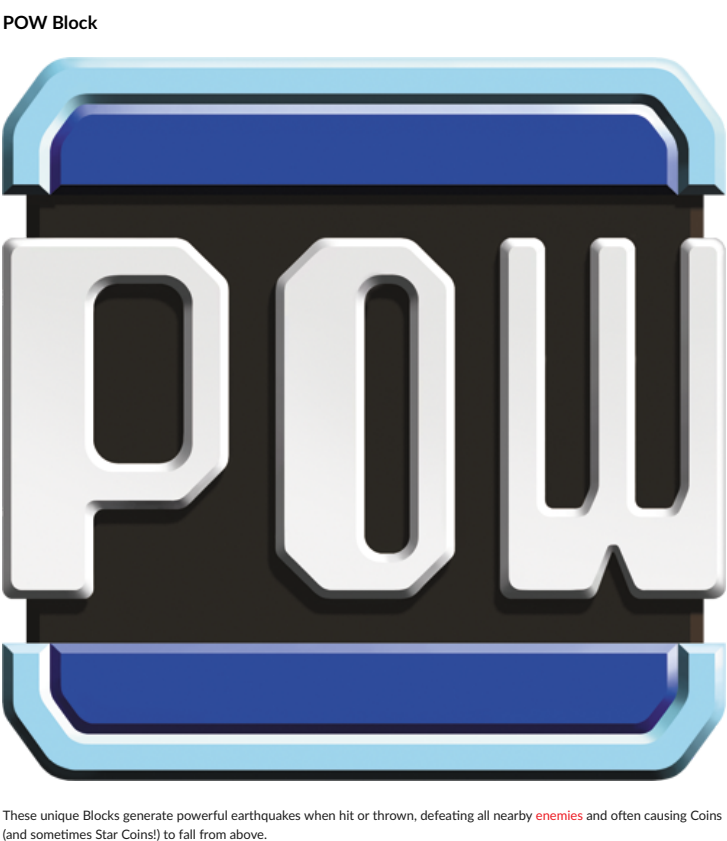
Perform a ground pound over a Coin Block, and hold down on the analog stick. Mario will continue to ground pound the Coin Block until he has claimed every last Coin!

Roulette Block



These rare Blocks give you random items. You might score a 1-Up or a Power-Up, depending on when you hit the Roulette Block. Whatever you get, you're always a winner!

POW Block

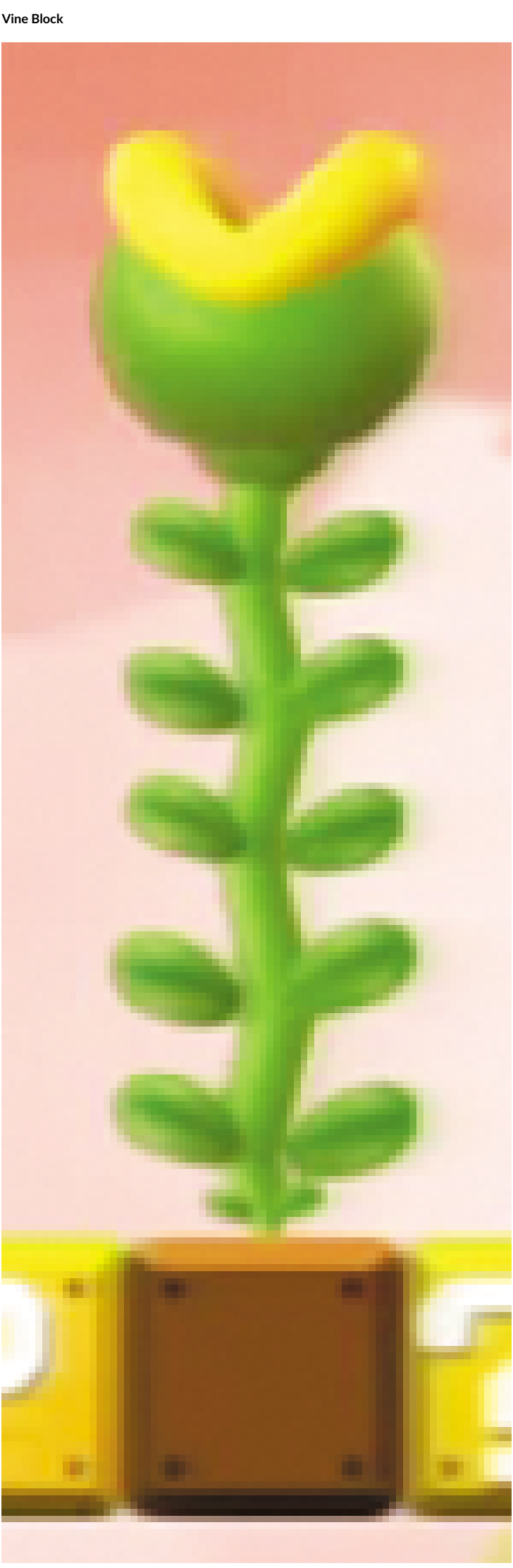


These unique Blocks generate powerful earthquakes when hit or thrown, defeating all nearby enemies and often causing Coins (and sometimes Star Coins!) to fall from above.

Tip

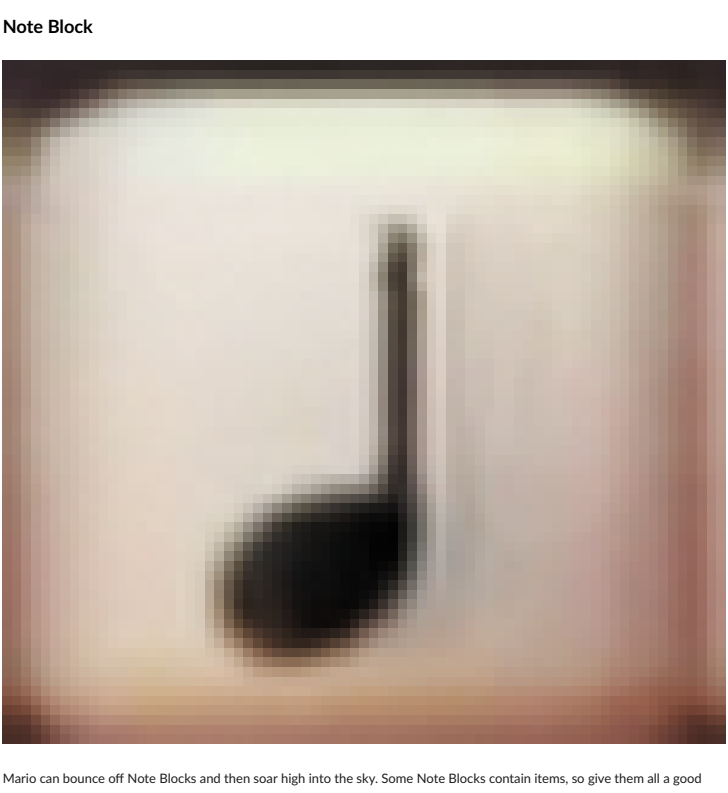
Try to defeat lots of enemies with POW Blocks—you'll score 1-Ups if you defeat enough of them!

Vine Block



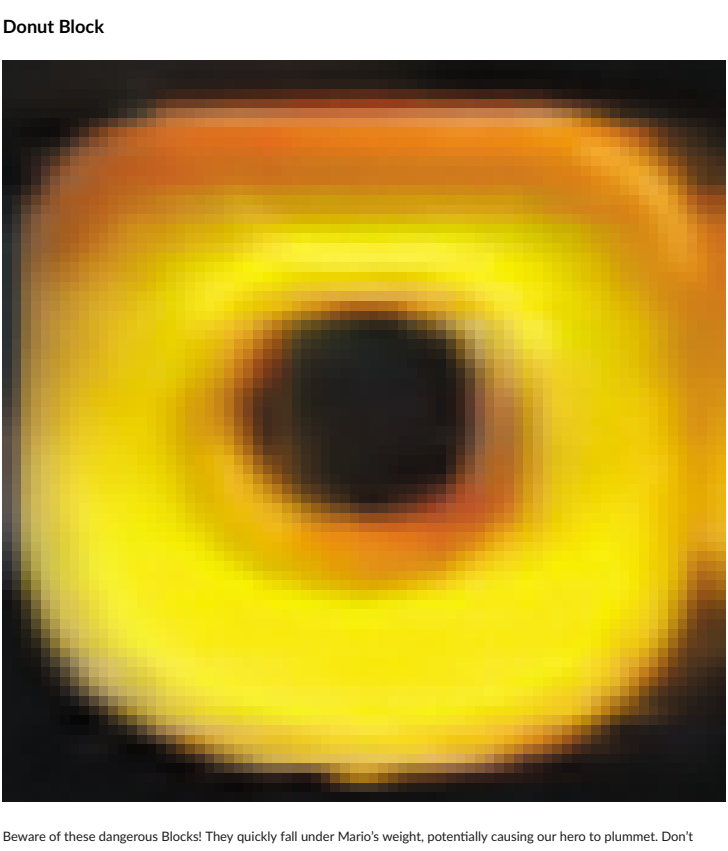
Bump one of these Blocks from below to make a Beanstalk grow up into the sky. You'd better climb up and see where it leads! If you ground pound a Vine Block, the Beanstalk will grow downward instead—this is usually not very helpful!

Note Block



Mario can bounce off Note Blocks and then soar high into the sky. Some Note Blocks contain items, so give them all a good bump!

Donut Block

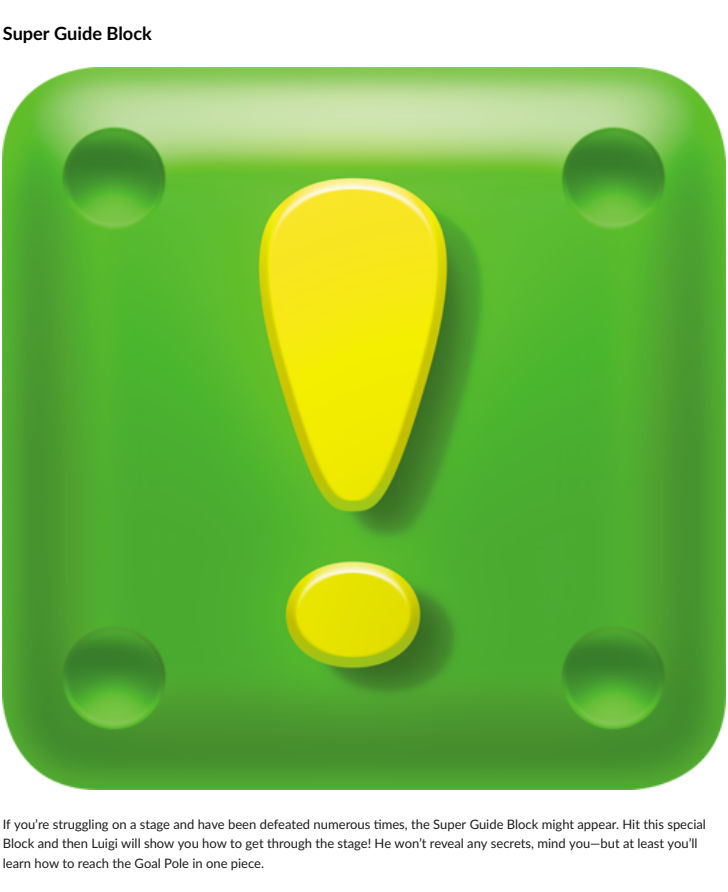


Beware of these dangerous Blocks! They quickly fall under Mario's weight, potentially causing our hero to plummet. Don't linger on Donut Blocks unless you wish to drop, and jump from falling Donut Blocks before it's too late!

Tip

You can prevent Donut Blocks from falling out from under you by jumping in place.

Super Guide Block

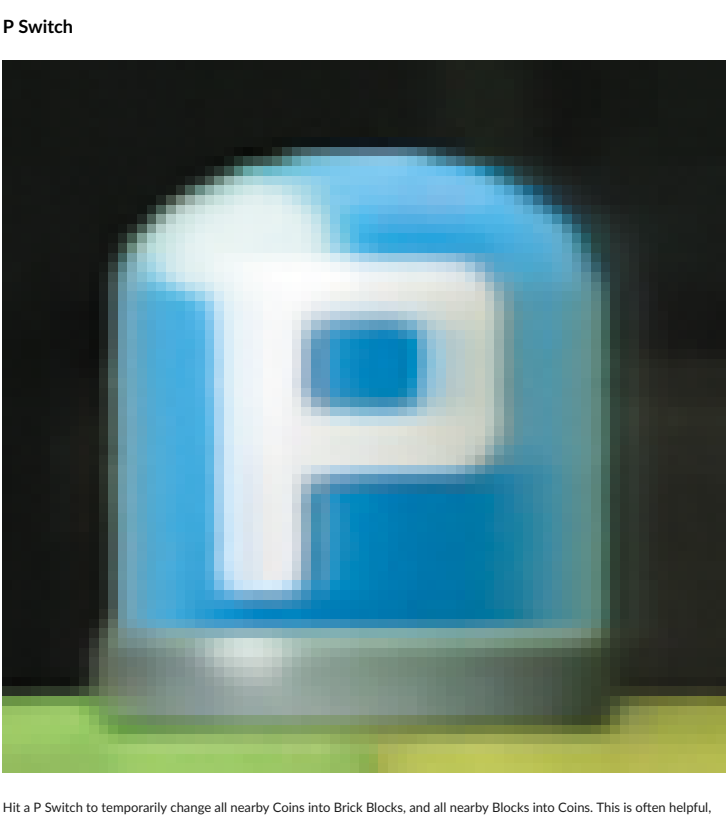


If you're struggling on a stage and have been defeated numerous times, the Super Guide Block might appear. Hit this special Block and then Luigi will show you how to get through the stage! He won't reveal any secrets, mind you—but at least you'll learn how to reach the Goal Pole in one piece.

Note

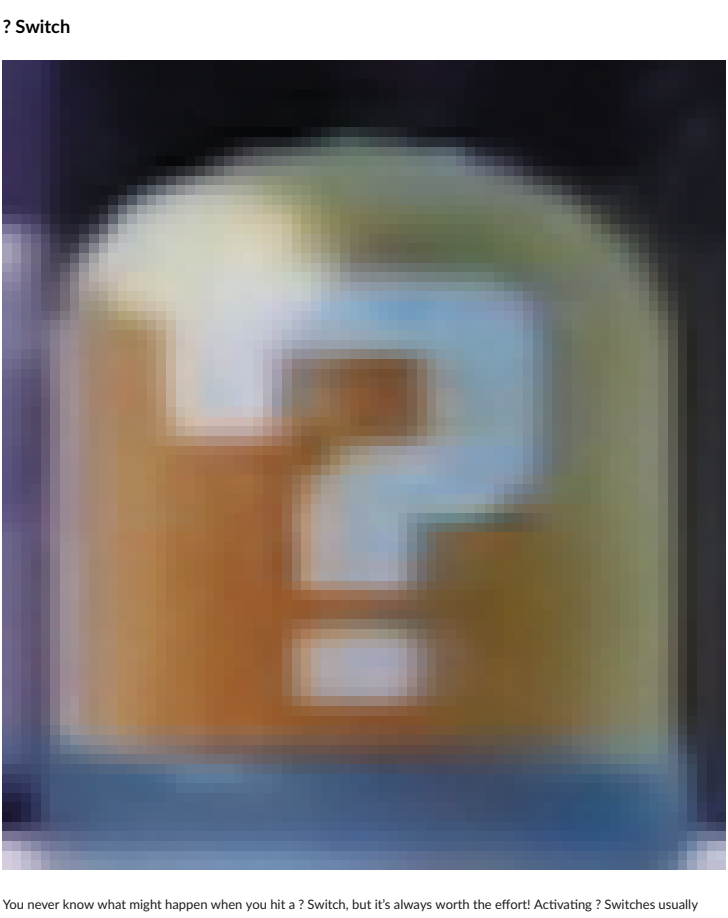
If you choose to stop watching Luigi, you'll be able to continue playing from where he stands. If you complete the level with Luigi, you'll have a choice to either proceed or try again. If you choose to proceed, then the stage will remain uncompleted on the World Map until you return and complete the stage without Luigi's help.

P Switch



Hit a P Switch to temporarily change all nearby Coins into Brick Blocks, and all nearby Blocks into Coins. This is often helpful, because the temporary Brick Blocks usually help you reach areas you otherwise couldn't explore. Sometimes Blue Coins appear when you hit a P Switch as well—you won't receive anything special if you collect them all, but that shouldn't stop you from trying!

? Switch



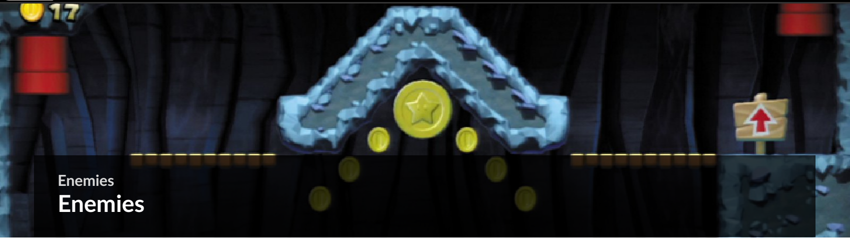
You never know what might happen when you hit a ? Switch, but it's always worth the effort! Activating ? Switches usually causes some sort of temporary change in the vicinity. Go ahead and hit ? Switches and see what happens!

Warp Pipe

Pipes appear all over the place, but only some of them are Warp Pipes. These special Pipes will ferry Mario to secret areas when he enters them. Simply stand atop a Pipe and crouch to see if you can enter it. If you can, then you've just discovered a Warp Pipe!

Note

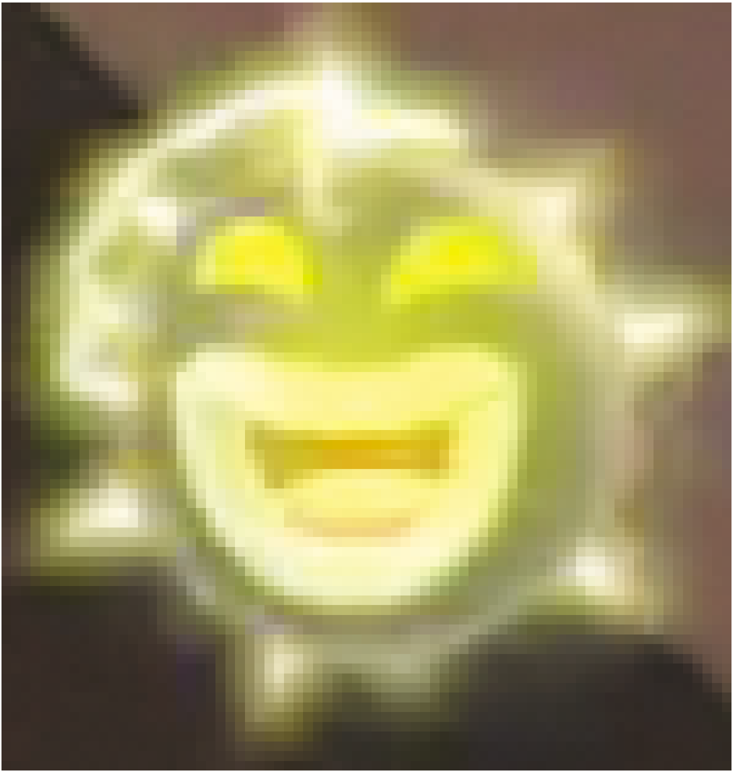
Some Warp Pipes hang down from the ceiling—jump up and press up on the analog stick to enter them. You can also simply walk into sideways Warp Pipes.



Enemies

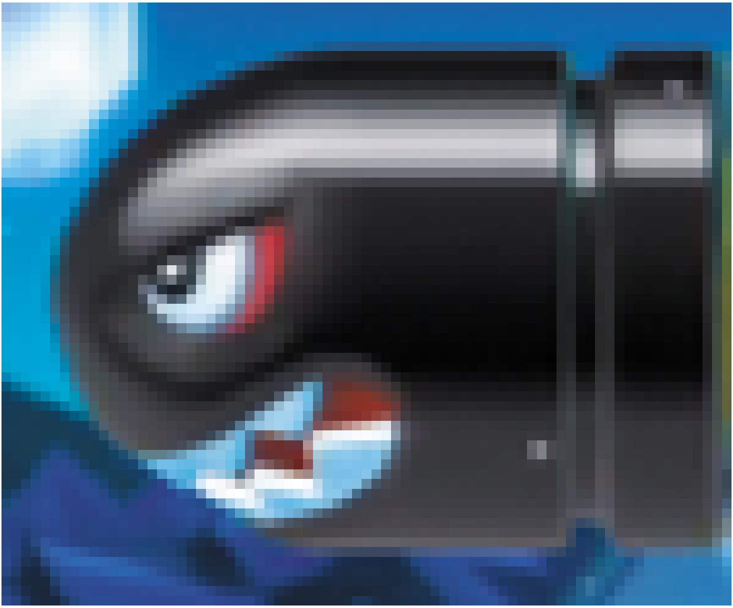
Enemies

Amp



Amps are stationary enemies that will shock Mario if he touches them. You can't stomp Amps, but Ice Mario can freeze these enemies with iceballs and then smash them!

Banzai Bill

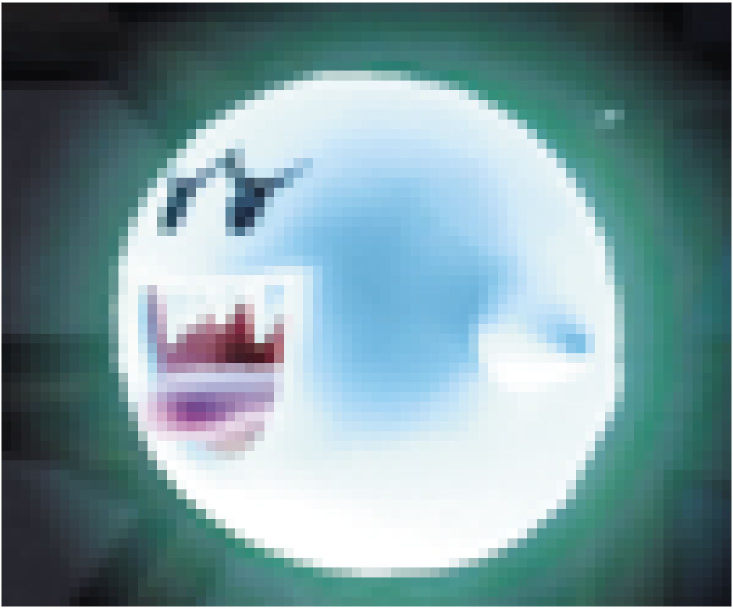


These large versions of Bullet Bill rarely appear. They can be defeated with a stomp just like Bullet Bill—they're just bigger and more difficult to avoid.

Big Amp

Big Amps are just like regular Amps—only bigger! Don't touch these electrified foes. Either freeze them with iceballs, or simply avoid them.

Big Boo

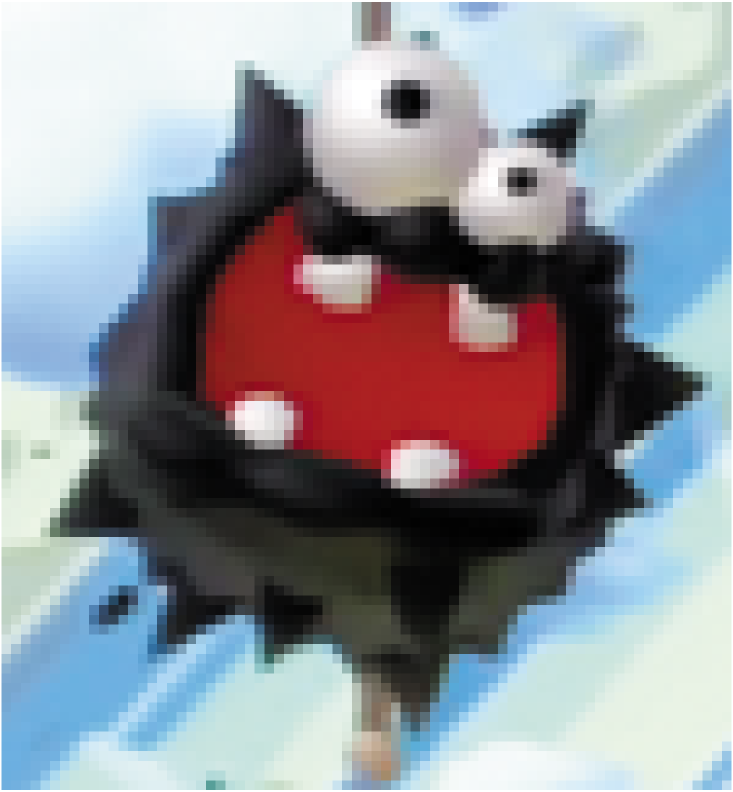


These overgrown Boos are just like regular Boos, only much larger. They'll chase after Mario while his back is turned, but they're too scared to move while Mario is looking at them. Do your best to avoid Big Boos, or defeat them with Super Star power if you can.

Big Dry Bones

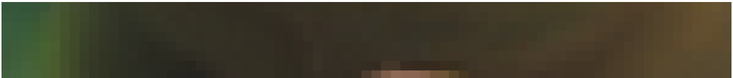
The larger version of Dry Bones can be difficult to deal with. They can't be stunned with a stomp or burned by fireballs.

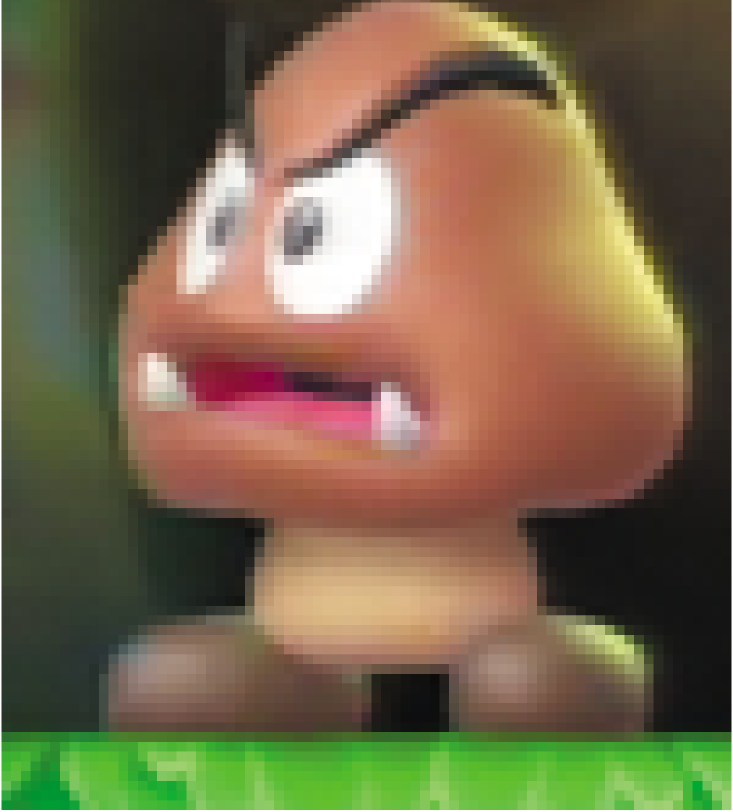
Big Fuzzy



Big Fuzzies are just like regular Fuzzies, only larger and more difficult to avoid. You can't stomp these foes, so freeze them with iceballs, defeat them with fireballs, or simply try to slip past them unscathed.

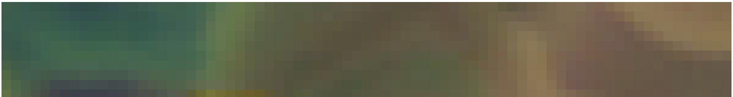
Big Goomba

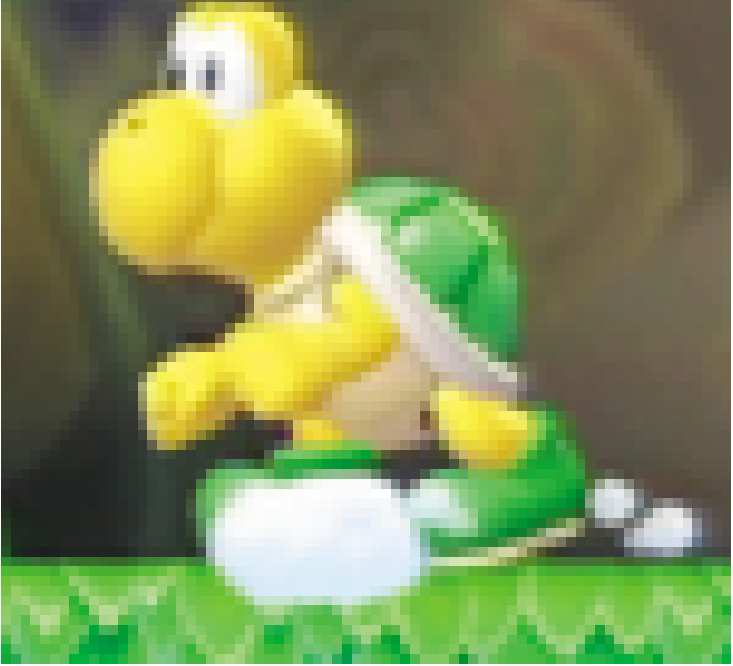




These giant Goombas seem scary, but they can be stomped just like regular Goombas. When you stomp a Big Goomba, though, it splits into two smaller, Hefty Goombas! Use fireballs to defeat Big Goombas with less hassle.

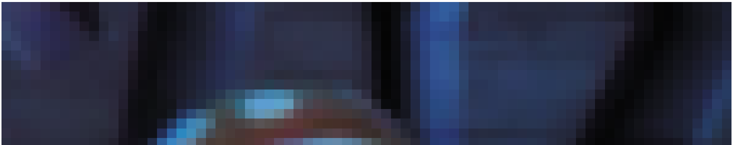
Big Koopa Troopa

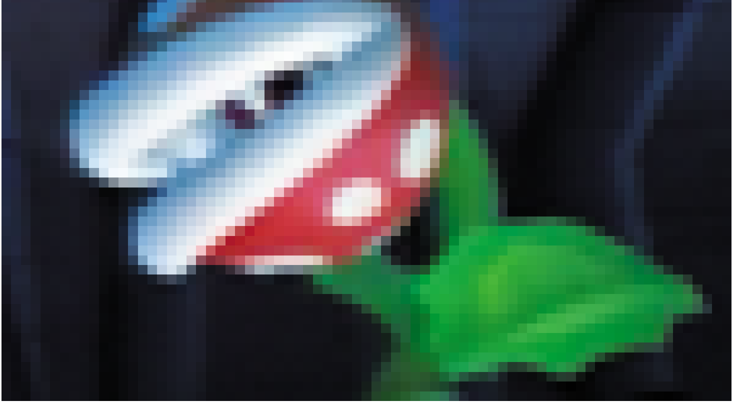




Big Koopa Troopas are a lot like their smaller counterparts. Stomp them to stun them and make them hide inside their shells. Big Koopa shells are large enough to smash through whole rows of Brick Blocks without bouncing back. They can also smash big Brick Blocks, but they'll bounce back after they hit one.

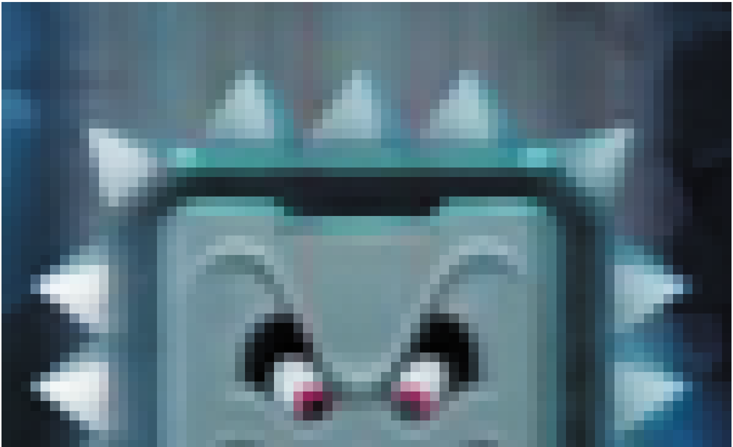
Big Piranha Plant





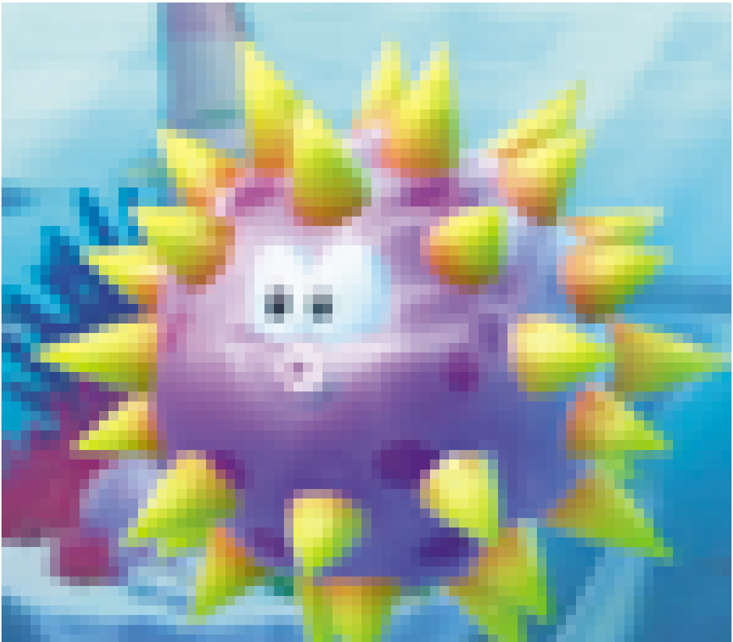
Big Piranha Plants are similar to regular Piranha Plants, only much larger. This makes Big Piranha Plants tough to avoid. Big Piranha Plants can't be stomped and won't withdraw into Pipes like regular Piranha Plants. If you can't avoid them, try defeating them with a few fireballs.

Big Thwomp



Big Thwomps are much larger than regular Thwomps, but otherwise they're the same. They come crashing down at Mario when he moves beneath them, then slowly rise back to their original positions. Sometimes you can simply sprint past Big Thwomps. Other times you must trick them into falling and then dash by as they slowly rise.

Big Urchin

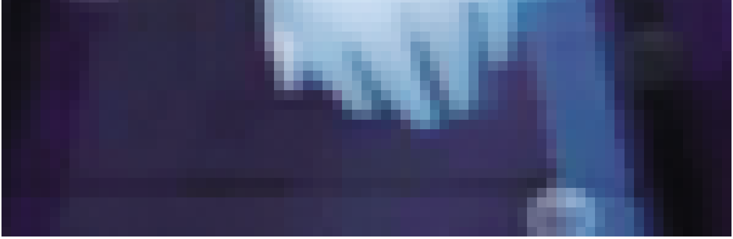


These big, spike-covered enemies present dangerous aquatic obstacles for Mario to avoid. Big Urchins can't be defeated by fireballs, so you need to slip past them instead. Defeat Big Urchins with Super Star power whenever possible.

Big Wiggler

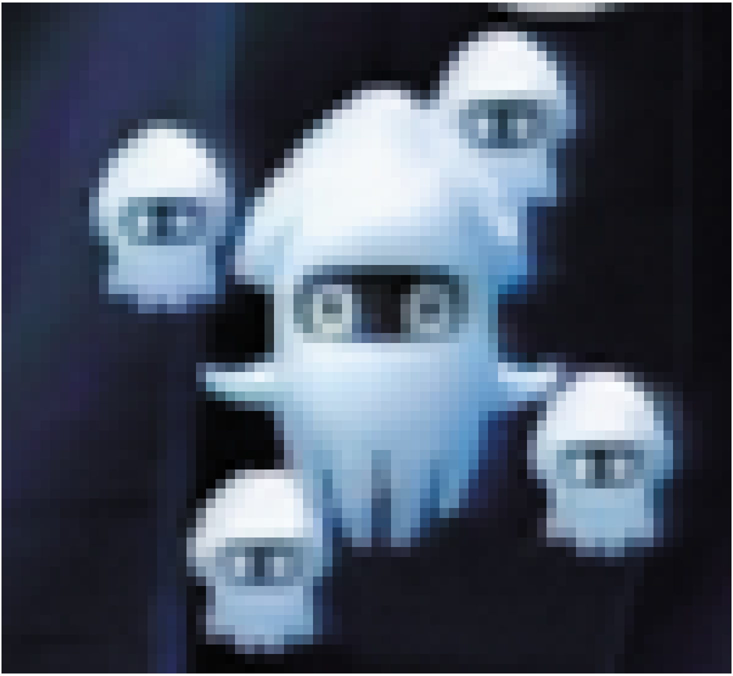
Though he's technically considered an enemy, Big Wiggler serves as a sort of mobile platform for Mario in one of the Soda Jungle's latter stages. Bounce atop Big Wiggler as he motors around the Poison Bog to avoid taking a nasty dip. Don't worry; you won't bother the big guy!

Blooper



Bloopers are dangerous underwater enemies that dart upward with surprising speed. They don't sink very fast, however, so trick Bloopers into swimming upward, then quickly dive and swim past them. Bloopers are also vulnerable to fireballs and iceballs.

Blooper Nanny

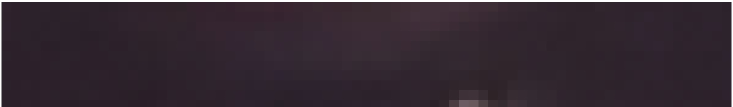


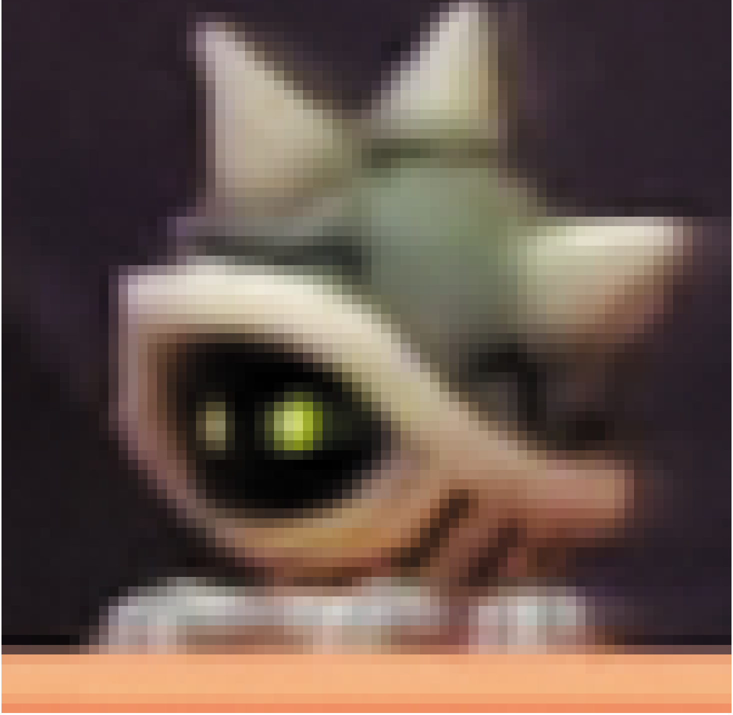
This rare enemy guards a Star Coin in one of the Sparkling Waters stages. Blooper Nannies are larger than regular Bloopers, and a school of Bloopers surrounds them. They move just like regular Bloopers, so dive to avoid them, or toss fireballs to take them out.

Bob-omb

These explosive foes resemble wind-up bombs that walk around on two mechanical feet. Stomp a Bob-omb to stun it, and the Bob-omb will stop walking and begin to glow. Flee before the Bob-omb explodes, or simply run into it to kick it away. Mario can also pick up and throw stunned Bob-ombs to defeat enemies and destroy obstacles!

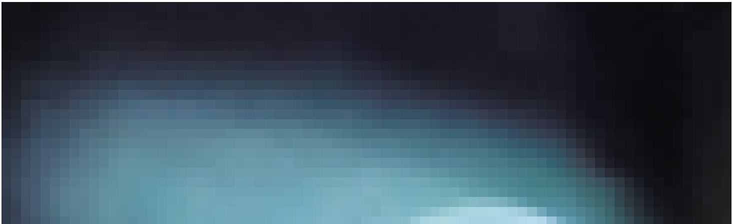
Bony Beetle





Bony Beetles seem harmless at first, but they become quite dangerous when they stop walking and stick out their spikes. Stomp a Bony Beetle while its spikes aren’t out to stun it, or simply avoid these foes. Fireballs are ineffective, but iceballs will freeze Bony Beetles, thereby allowing you to smash them.

Boo

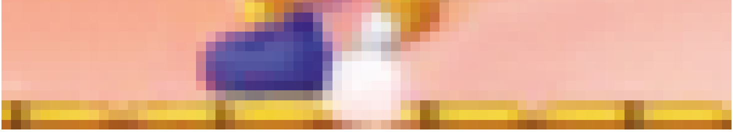


These spooky specters have no backbone, and will only chase after Mario while his back is turned. Whenever Mario faces a Boo, the little ghost freaks out and stops moving. Boos can only be defeated by Super Star power, or when Baby Yoshi gobbles them up.

Tip

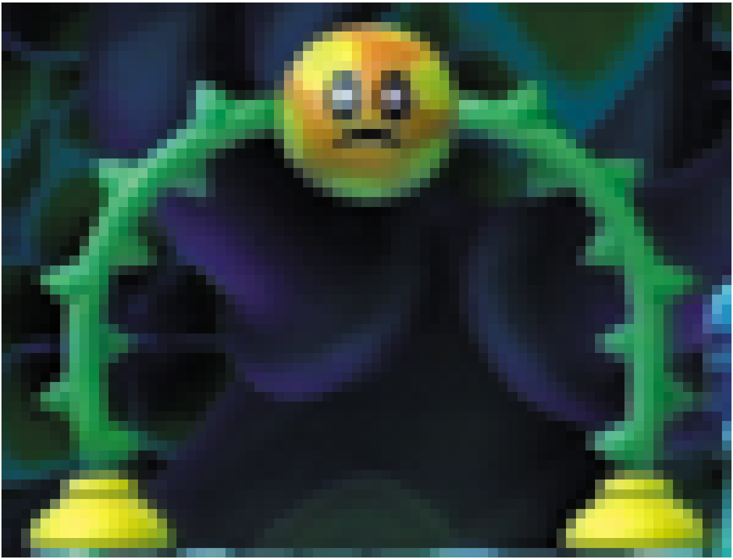
Try luring Boos away from areas you wish to explore, then double back afterward.

Boomerang Bro



These rare Bros jump around and toss boomerangs toward Mario, hoping to whack him. Their boomerangs travel in predictable patterns, so they're fairly easy to avoid. Still, it's best to bump Boomerang Bros from below and defeat them, or toss fireballs or iceballs at them from afar.

Bramball



The Soda Jungle is home to some wild inhabitants. The Bramball is one of the most unusual. These wacky enemies walk on two long, thorny legs, flipping end-over-end as they go. Their legs are their strong points, so stomp their vulnerable heads to defeat them! You can also freeze Bramballs with iceballs to turn them into useful platforms.

Note

Bramballs occasionally flash and become Fruit for a brief time. Hit them from underneath while they're in Fruit form, and you'll score some bonus Coins!!

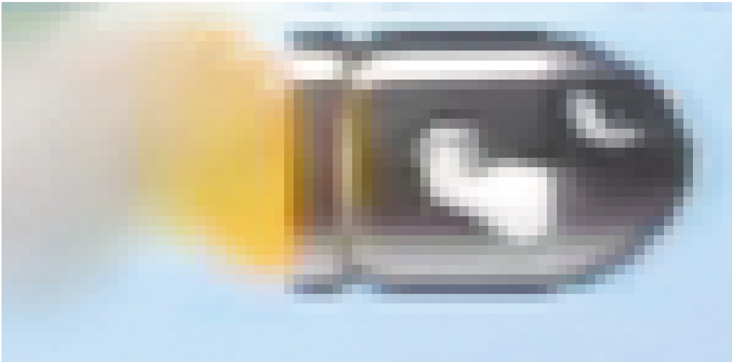
Broozer

These angry ghosts are nothing like Boos. Instead, Broozers storm around the ground, swinging wildly with their gloved fists. Keep away from Broozers and try luring them into smashing obstacles for your benefit. When you're done messing around with Broozers, defeat them with stomps, fireballs, or iceballs.

Bulber

Bulbers are rare, underwater enemies that lurk around deep, dark seabeds. Soft light shines from the strange bulb above their head—a lure to draw in unsuspecting heros! It’s easy to avoid these slow-moving foes, but you can also defeat them with fireballs and iceballs.

Bullet Bill

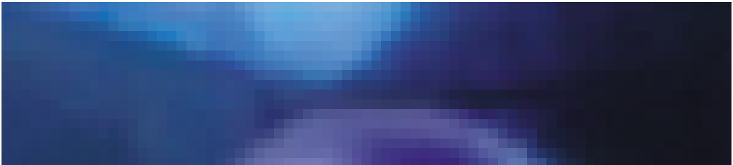


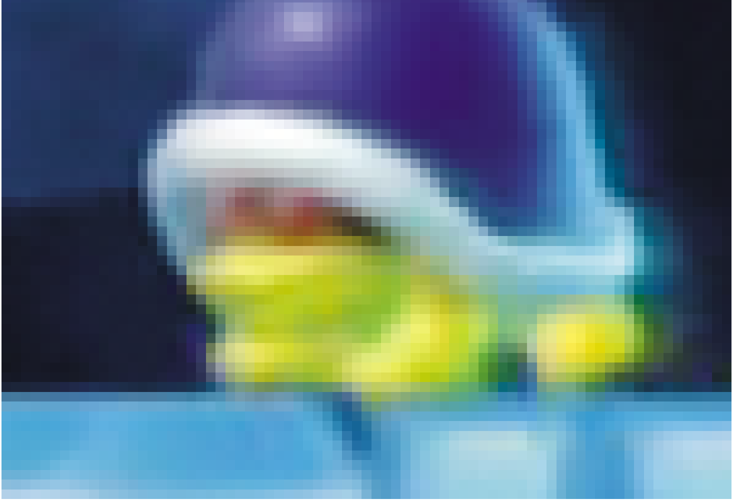
Bullet Bills are classic enemies that are often launched from turrets called Bill Blasters. Like Banzai Bills, they fly in a straight line and won’t pursue Mario. Jump and stomp Bullet Bills to defeat them, or freeze them with iceballs and use them as platforms.

Tip

Stand on top of or right next to Bill Blasters to make them cease fire!

Buzzy Beetle





Like Koopas, these hard-shelled enemies can be stunned with a stomp, causing them to withdraw into their shellls. The shells can then be picked up and thrown just like Koopa shells. They're not very bright, though, and will walk straight off platforms and fall into pits. Jump past Buzzy Beetles, or freeze them with iceballs and then smash them if you're feeling aggressive.

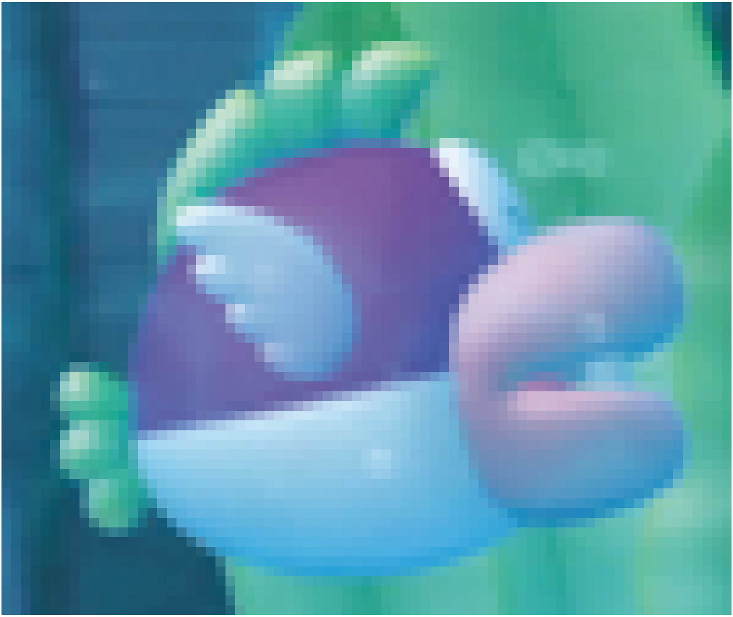
Chain Chomp

Chain Chomps resemble a ball-and-chain that's held in place by a peg. They regularly lash out and will take a bite out of Mario if he moves too close. Jump past Chain Chomps while they're withdrawn, or stomp their pegs to cut them loose and send them bouncing away.

Cheep Cheep

Cheep Cheep are common aquatic enemies that slowly swim underwater. In some stages, Cheep Cheep jump from the water's surface, becoming dangerous, fast-moving projectiles that can be difficult to avoid.. Steer clear of Cheep Cheep while swimming undersea, or defeat them with fireballs or iceballs. Dodge them when they leap from the water, or defeat them with stomps, fireballs, or iceballs.

Cheep Chomp



This fat fish hungers for heroes. Cheep Chomp chases Mario through a Superstar Road stage, and will gobble him up if he's able. Cheep Chomp will also smash through Brick Blocks and defeat any enemies he touches. It's best to defeat Cheep Chomp with fireballs, but you can also try to avoid him.

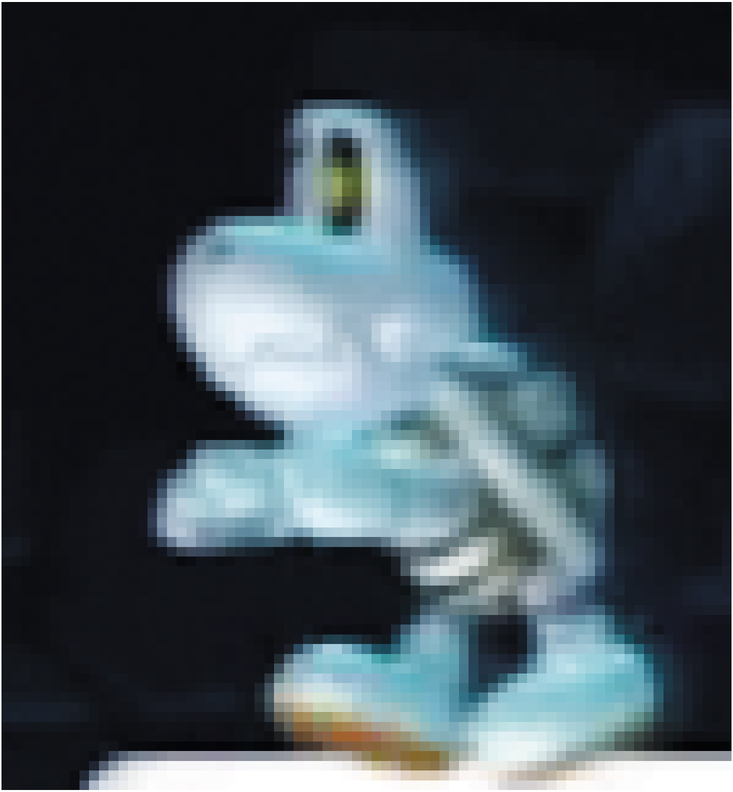
Cooligan

These pesky penguins love to slide across ice on their bellies. Stomp Cooligans to defeat them, or freeze them with iceballs and watch them smash into the next object they slide into! Fireballs will defeat Cooligans as well.

Dragoneel

This giant sea monster pursues Mario through a Sparkling Waters stage. Dragoneel can't be defeated unless you touch him with Super Star power, so you must swim cleverly to avoid him instead. You can stun Dragoneel for a brief time by hitting him in the head with fireballs, but hitting him anywhere else will only make him speed up!

Dry Bones

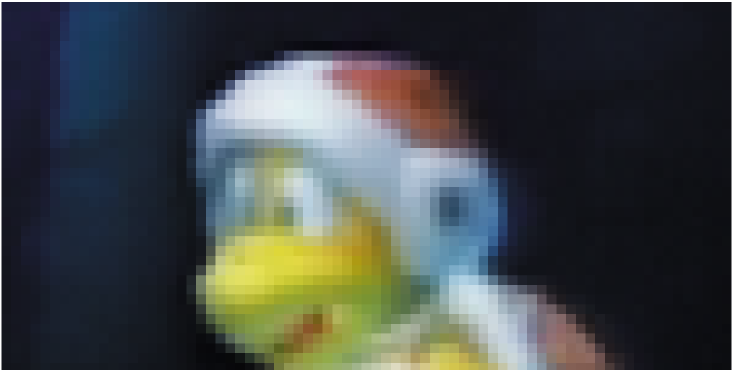


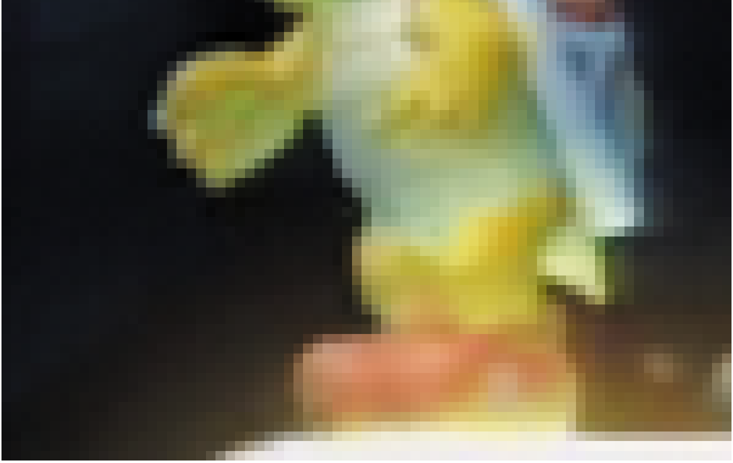
These bony foes are quite common. Mario can stun Dry Bones with a stomp, but he can't defeat them with stomps—they'll soon recover. Fireballs won't work either, so you must freeze Dry Bones and smash them if you wish to take them out for good!

Eep Cheep

Eep Cheep are similar to Cheep Cheep, except they're only found underwater. These little fishies often swim in schools and present aquatic obstacles that Mario must either avoid or defeat with fireballs or iceballs.

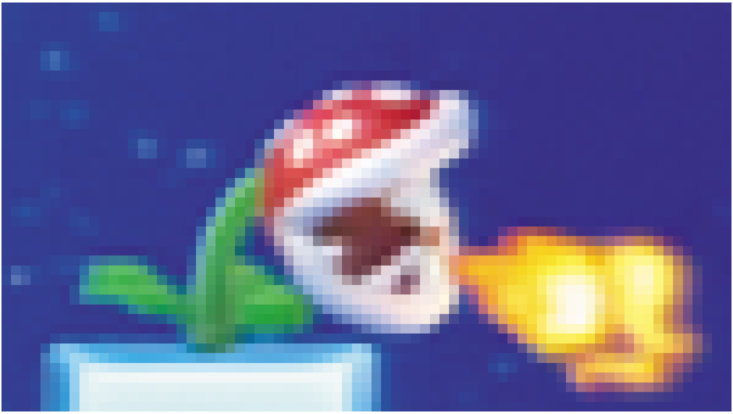
Fire Bro





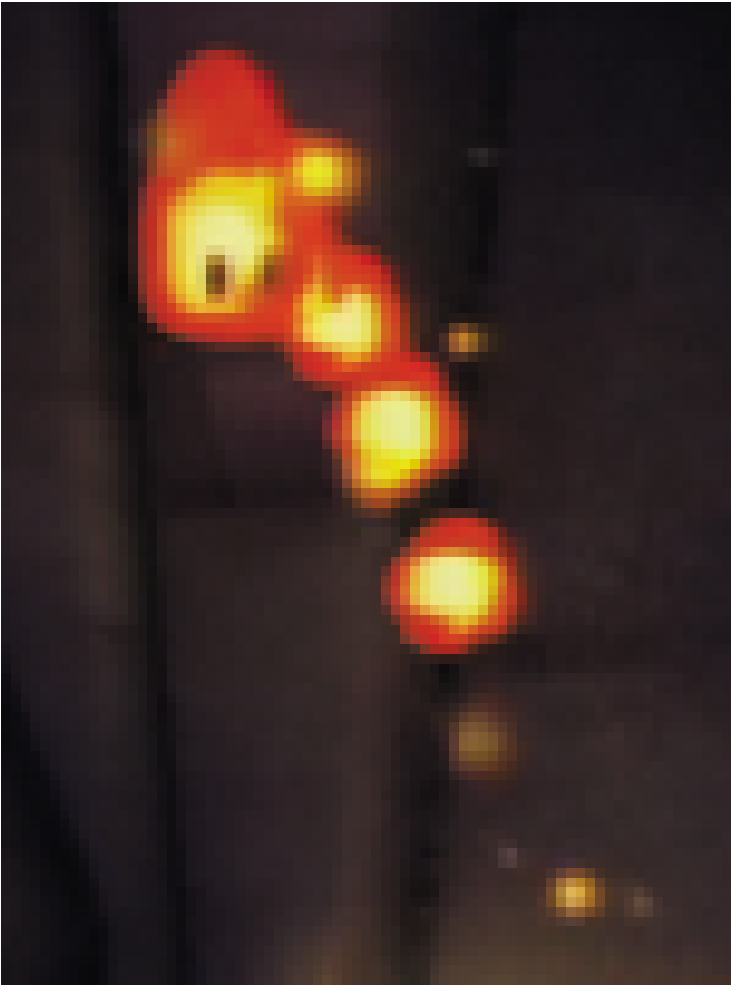
Fire Bros are dangerous enemies that jump around and throw fireballs at Mario from afar. Whenever possible, try to defeat these enemies from below by jumping up and bumping the platform they're standing on. Fire Bros can be defeated by stomps and other common means, but approaching them is dangerous.

Fire Piranha Plant



The fiery version of the Piranha Plant is similar to the garden variety, but these spit fireballs at Mario instead of merely trying to gobble him up. You can't stomp Fire Piranha Plants, so either avoid them or defeat them with fireballs or iceballs.

Fire Snake

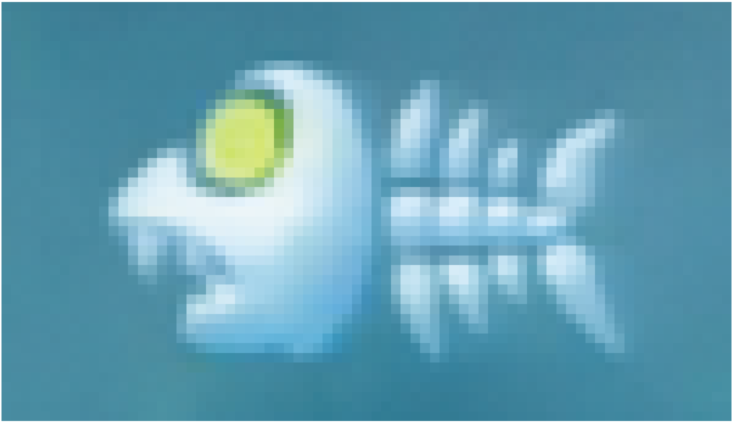


Fire Snakes are rare enemies that jump around, leaving a trail of fire behind them. Fire Snakes grow larger in size every few jumps as well, and are tough to jump past after they've grown. If Glowing Baby Yoshi is present, use his ability to repel Fire Snakes. Otherwise, simply try to slip past them while they're not very large.

Tip

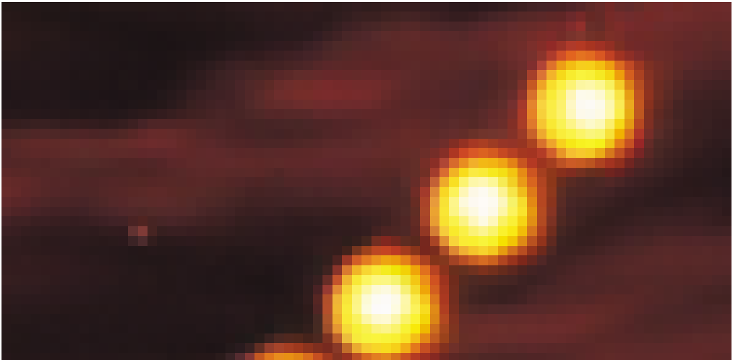
Baby Yoshis can also gobble up Fire Snakes!

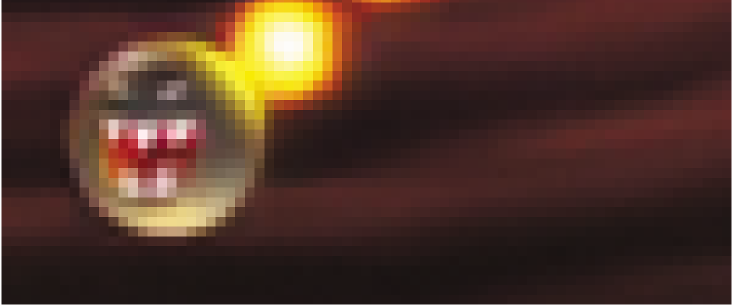
Fish Bone



These dangerous enemies are found deep underwater, and will quickly swim toward Mario when they see him. When you see a Fish Bone's eyes turn red, look out—it's about to come at you! Do your best to avoid these foes, or freeze them with iceballs. Fireballs won't work.

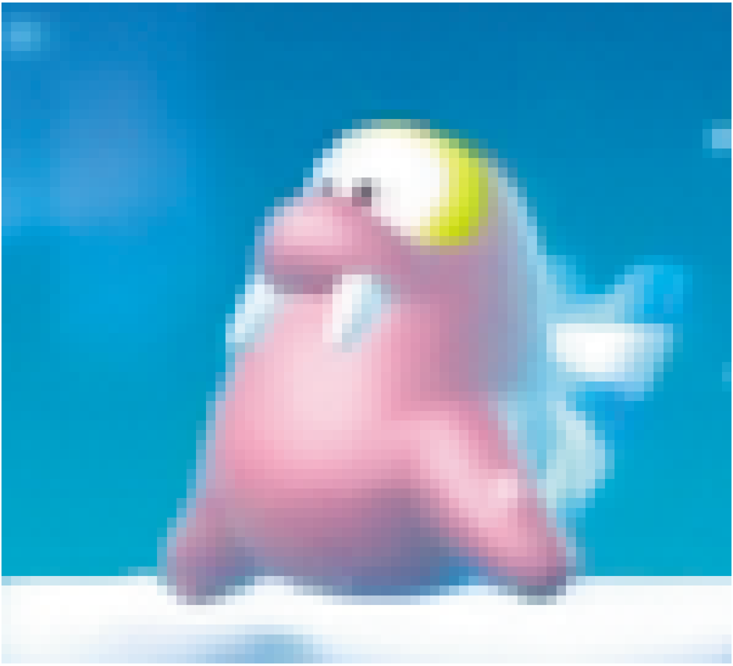
Flame Chomp





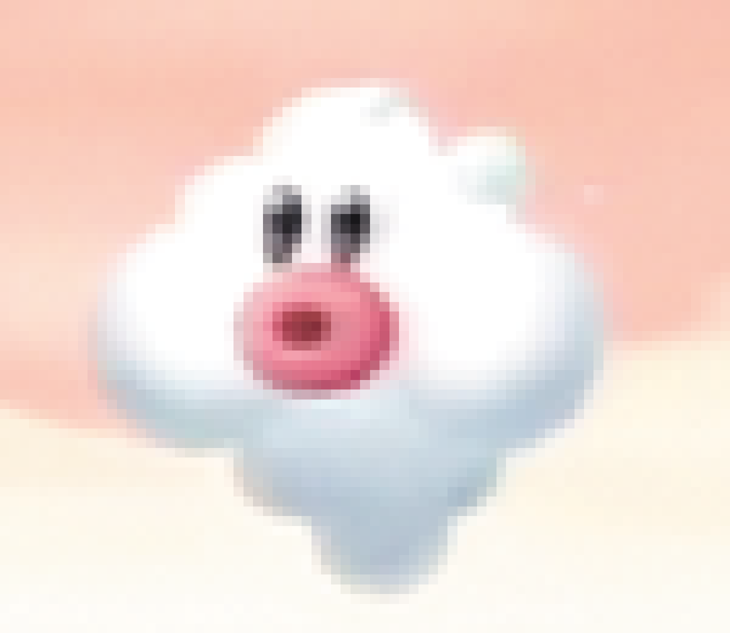
This rare version of the Chain Chomp flies around and leaves a trail of flame behind it. Defeat Flame Chomps by letting them fly close and then stomping them while they pause between movements.

Fliprus



Flipruses are found in snowy zones and enjoy tossing huge snowballs at Mario. These enemies don't move, but they do jump in place. Carefully defeat Flipruses with stomps while they're not producing snowballs. You can also defeat them with fireballs or iceballs.

Foo

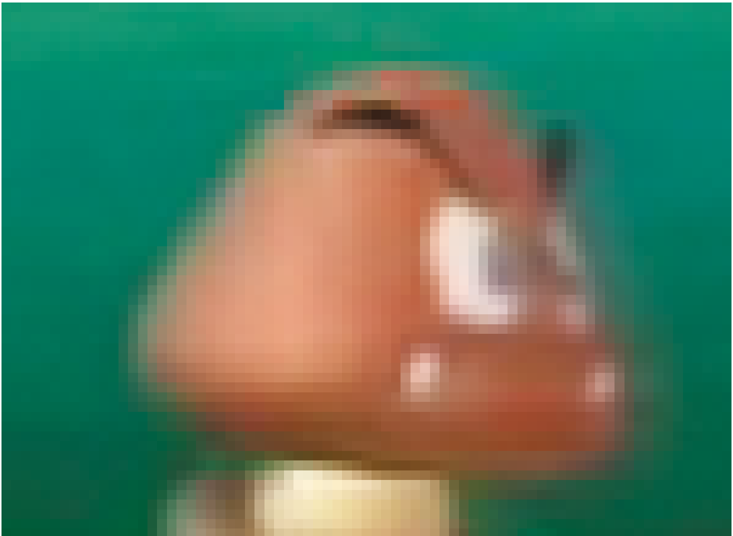


Foos are wispy enemies that resemble clouds and blow out gales of wind that can conceal platforms and other objects. Defeat them with stomps, or just avoid them altogether.

Fuzzy

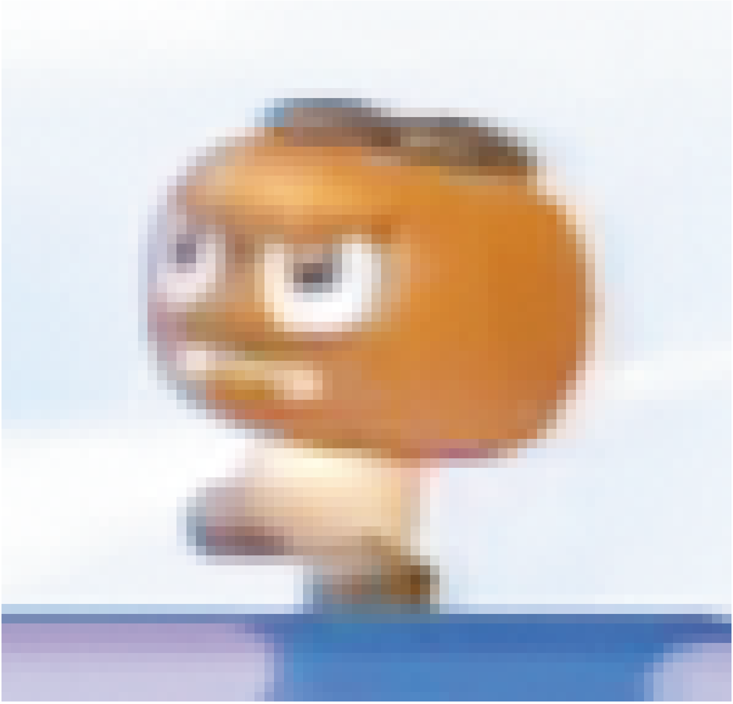
Fuzzies are fairly common enemies that usually move about on tracks. Mario will be harmed if he touches a Fuzzy, so either avoid them or defeat them with fireballs or iceballs. Yoshi can gobble up Fuzzies as well.

Goomba



Goombas are among the most common enemies in the Mushroom Kingdom. They're not very bright and will walk right off platforms, potentially falling to their doom. Mario can defeat Goombas by stomping them, or by any other means he chooses.

Goombrat

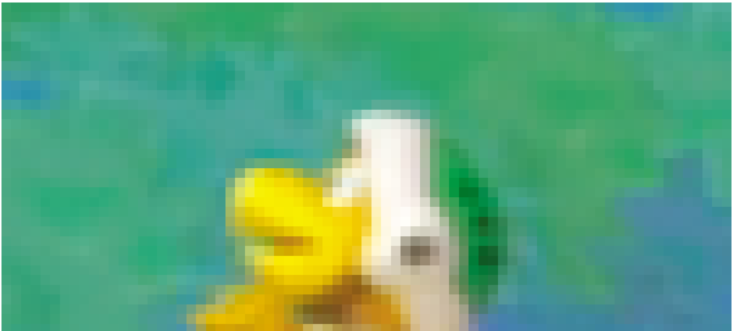


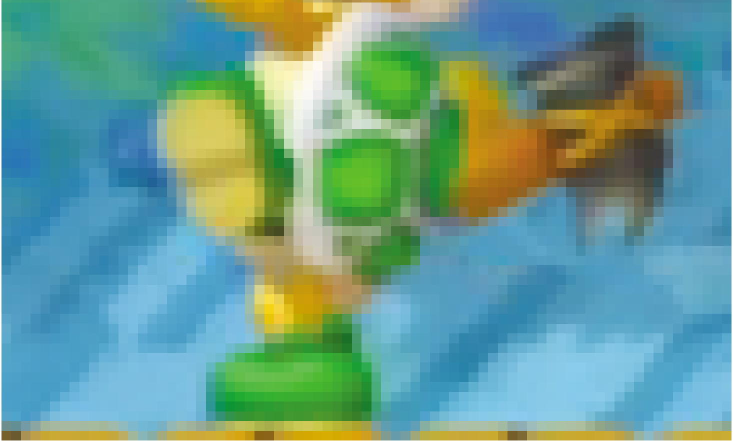
Goombrats are similar to Goombas, except they're smart enough not to fall off platforms. Stomp these little villains and be on your way.

Grrrol

These rolling foes will harm Mario if he touches them, so do your best to keep out of their way. Grrrols change direction after they hit something, so don't follow too close behind them! Grrrols can smash Brick Blocks that they roll into—sometimes you can use this to your advantage!

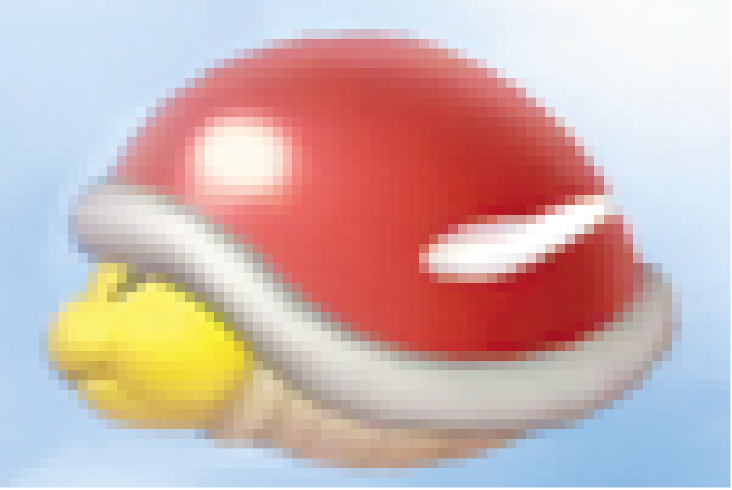
Hammer Bro





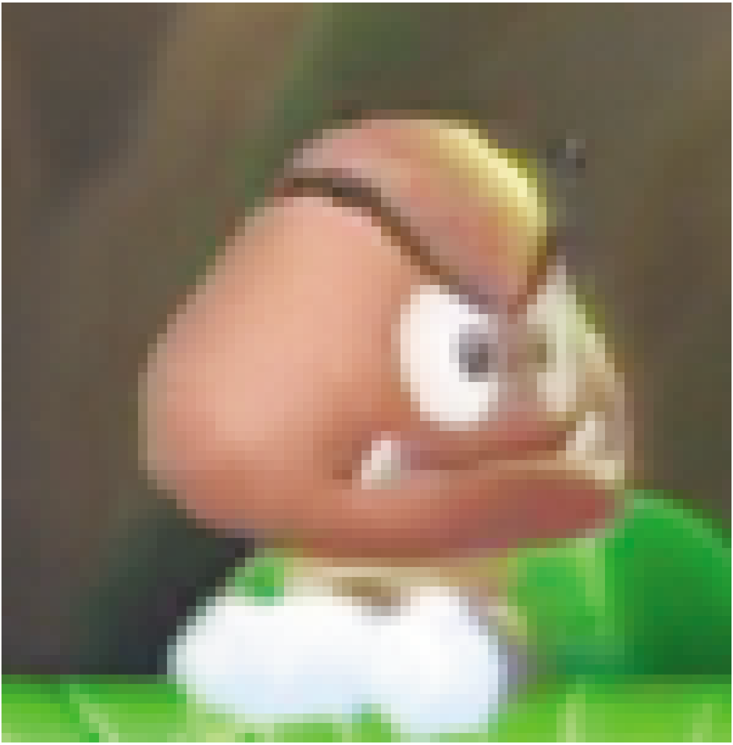
Hammer Bros are classic enemies that jump around and hurl hammers at Mario. Beware of those hammers—they'll pass right through platforms and hit you if you aren't careful! Hammer Bros can be stomped, but they're difficult to approach—defeat them from afar with fireballs or iceballs if you can.

Heavy Para-Beetle



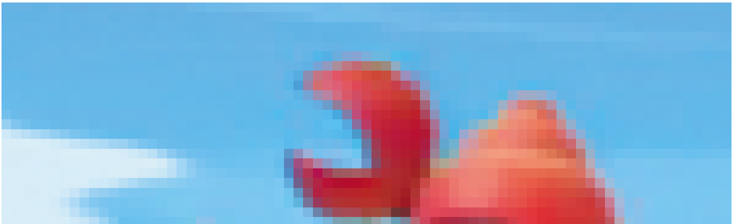
These giant fliers float slowly through the clouds, heading who-knows-where. Mario can hitch a ride on Heavy Para-Beetles, but they'll quickly lose altitude under his weight, so don't linger on them for too long!

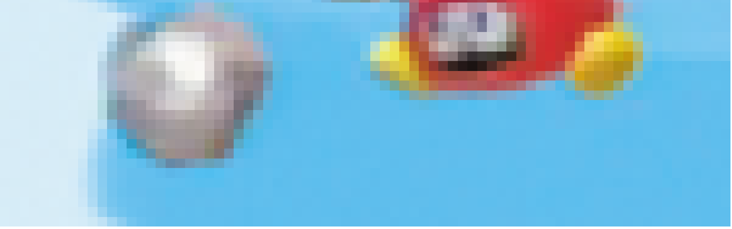
Hefty Goomba



Hefty Goombas are larger than normal Goombas, but smaller than Big Goombas. Stomp a Big Goomba, and it will split into two Hefty Goombas. Stomp a Hefty Goomba, and it will split into two regular Goombas. Talk about split personalities! You can defeat Hefty Goombas more easily with fireballs and iceballs.

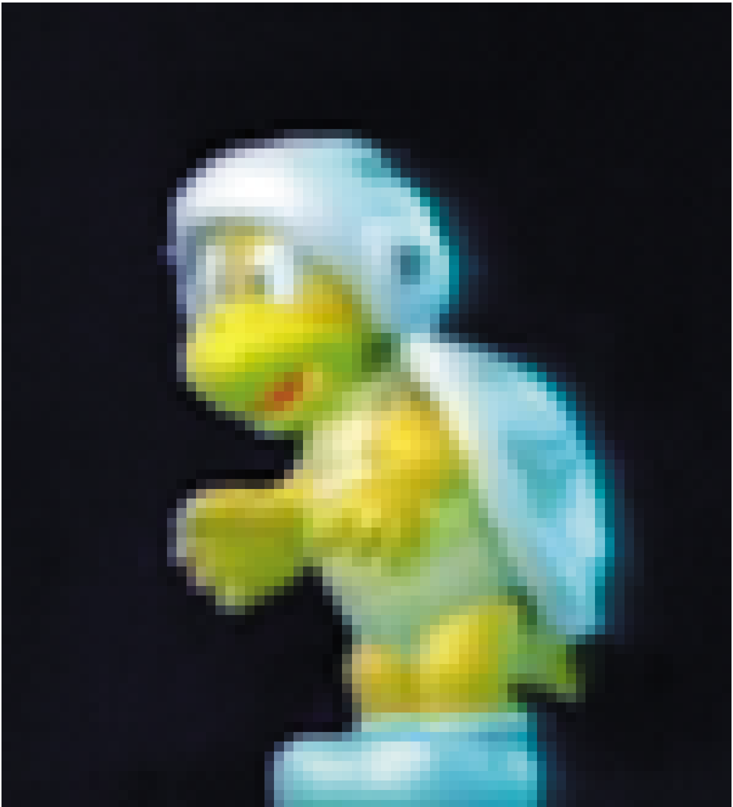
Huckit Crab

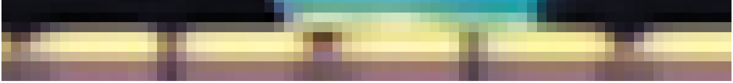




Huckit Crabs enjoy throwing rocks at Mario. They usually remain in place, but may jump up and down as they toss their rocks. Mario will be harmed if he's hit by a rock, but he can stomp the rocks if he likes. Stomp Huckit Crabs to defeat them, or use fireballs or iceballs if you prefer.

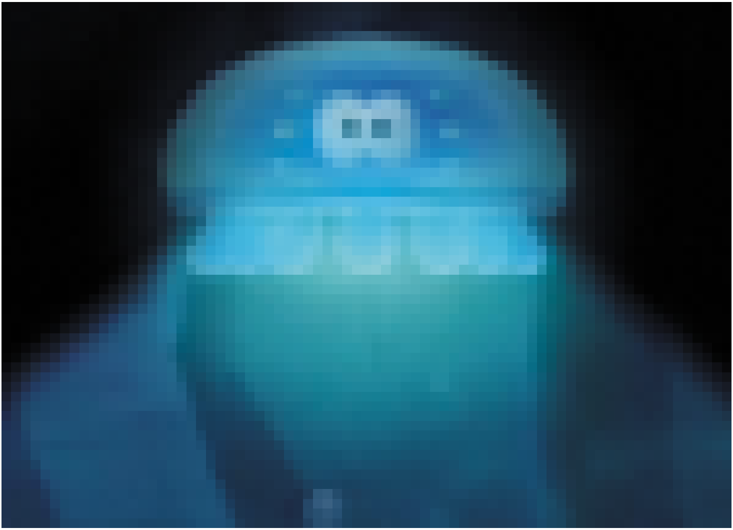
Ice Bro





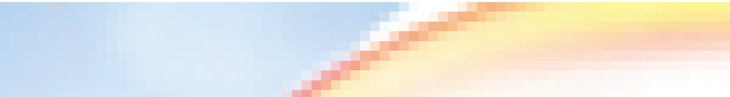
Ice Bros are similar to Fire Bros, but they throw iceballs instead of fireballs. Bump them from below if possible, or carefully approach and stomp them. Fireballs and iceballs work as well.

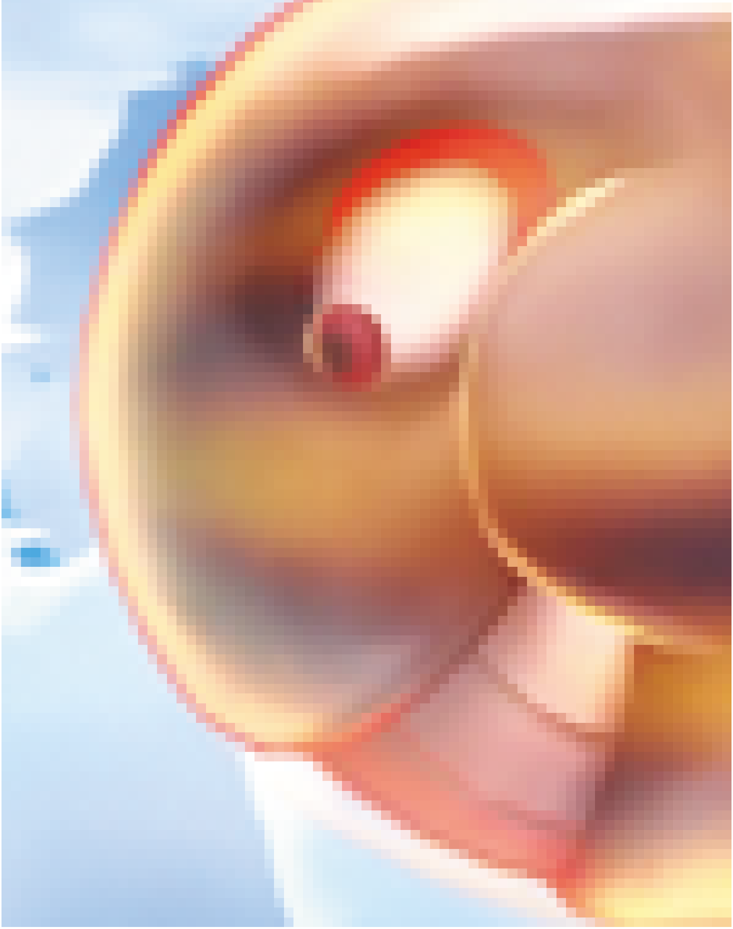
Jellybeam



These enemies only exist in dark waters.. They slowly swim up and down, shining a light from their underbellies. Jellybeams are easy to avoid, so just leave them be and swim on by.

King Bill





The biggest Bullet Bill in town, King Bill isn't seen very often, but he sure makes his presence known when he appears! This enormous version of Bullet Bill won't chase after Mario, but it's so big, it doesn't really have to. Take advantage of King Bill's slow pace and strive to avoid him.

Koopa Paratroopa

Koopa Paratroopas are winged Koopa Troopas that fly up and down, presenting airborne obstacles. Stomp a Koopa Paratroopa, and it will loose its wings and fall, becoming a normal Koopa Troopa.

Koopa Troopa

Perhaps the most plentiful enemies in the Mushroom Kingdom, Koopa Troopas are turtle-like soldiers that withdraw into their shells when Mario stomps them. Once stunned, a Koopa shell can be kicked to smash Brick Blocks and defeat enemies, or picked up and thrown. If you don't do anything with the shell, the Koopa will eventually recover.

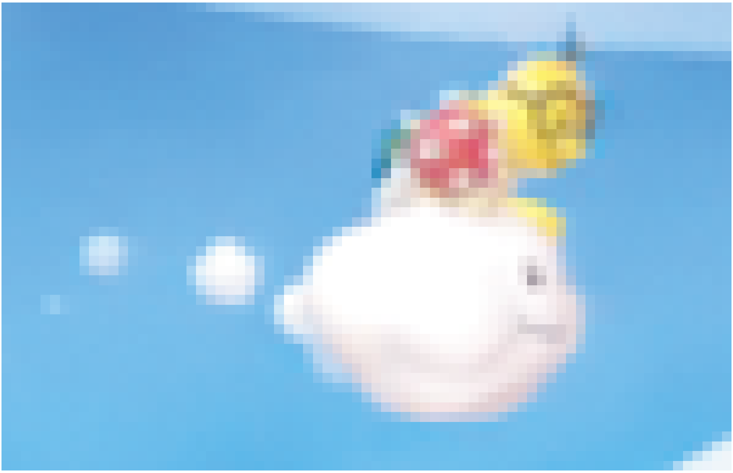
Caution

Koopas can also recover while you're carrying them. Be sure to throw them before they do!

Note

Green Koopa Troopas will walk off platforms. Red Koopas have the good sense to turn around.

Lakitu

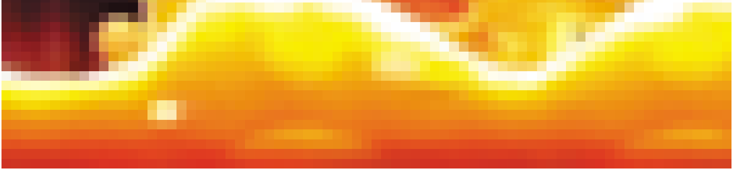


Lakitu is a bothersome baddie who flies around in a cloud and throws enemies down at Mario. Get to high ground and stomp Lakitu—then steal his cloud and take to the skies!

Lava Bubble

Lava Bubbles are common to areas with lots of lava. They love to leap up from lava pits, hoping to burn Mario when he tries to jump by. Whenever Lava Bubbles are about, wait for them to jump and plummet before you make your move.

Magmaw

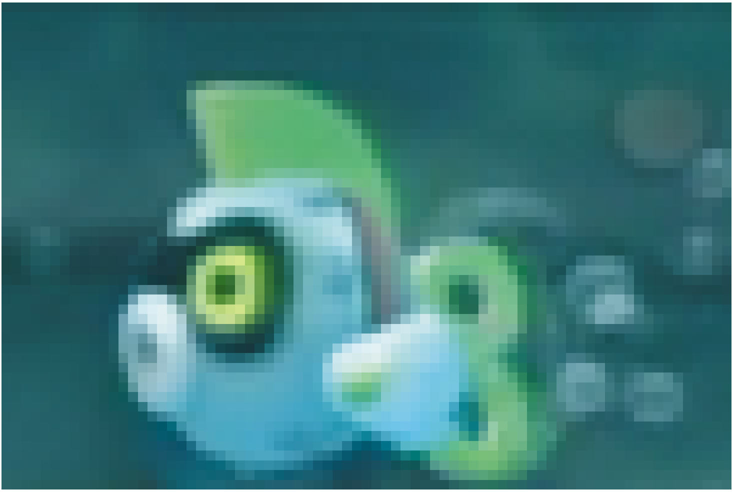


Magmaws are large enemies made of liquid hot magma. They rise up from the lava in some stages, then slowly move toward Mario. There's no defense against Magmaws, so keep away from them! If you have nowhere to run, make a dashing leap and perform a midair spin as you try to jump over these tall enemies.

Tip

Toss iceballs at Magmaws to make them withdraw under the lava faster than normal!

Mecha Cheep



These mechanical Cheep Cheep appear very rarely. They behave just like regular Cheep Cheep—either avoid them or defeat them with fireballs or iceballs.

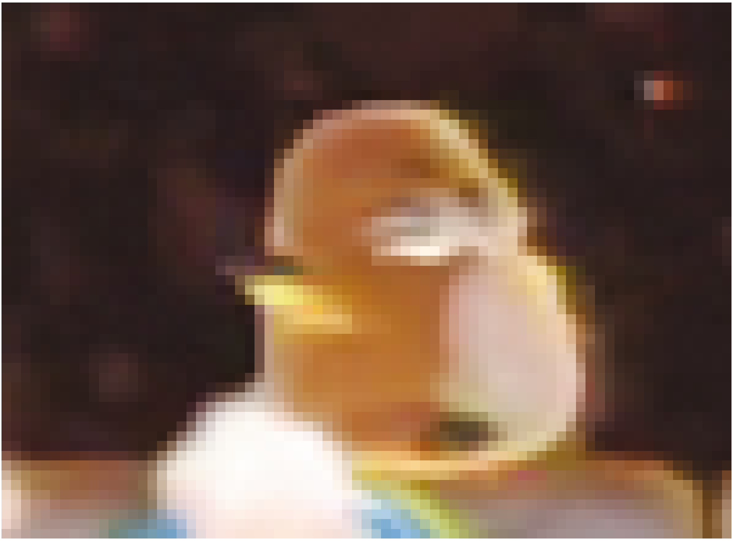
Mechakoopa

Mechakoopas are encountered aboard Bowser's airship. They behave much like regular Koopas, hoping to hit Mario as they walk back and forth. Stomp these foes to defeat them—no shell will be left behind.

Mini Goomba

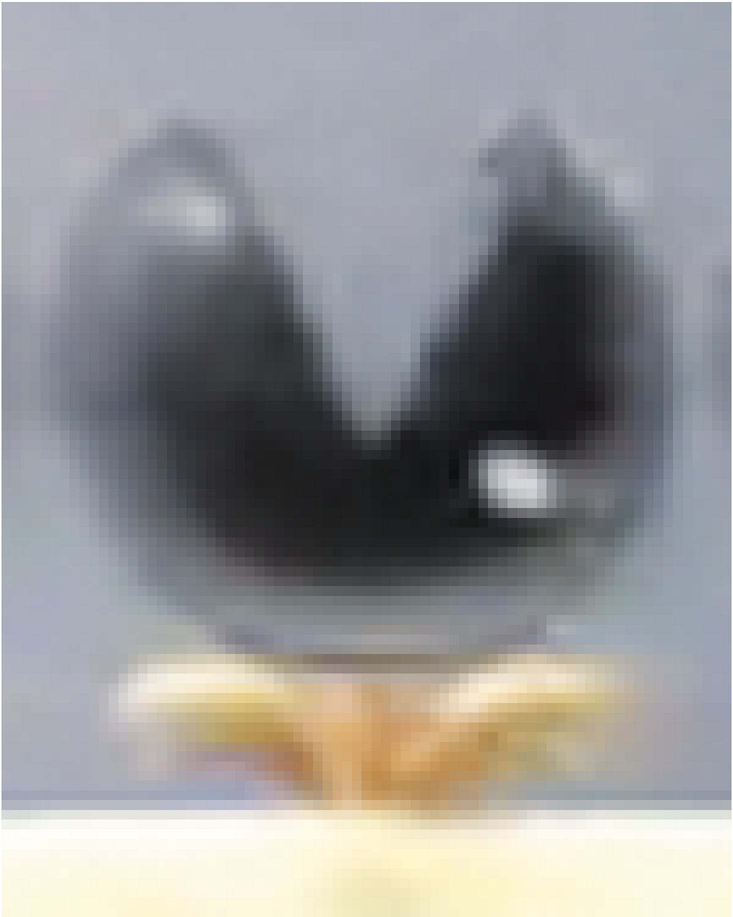
Mini Goombas are teensy, tiny Goombas that don't directly harm Mario, but climb all over him instead, reducing his speed and jumping ability. You can defeat these little minions by any means, but it's sometimes easier to let them cover Mario, and then quickly defeat them all by jumping around and spinning or performing a ground pound.

Monty Mole



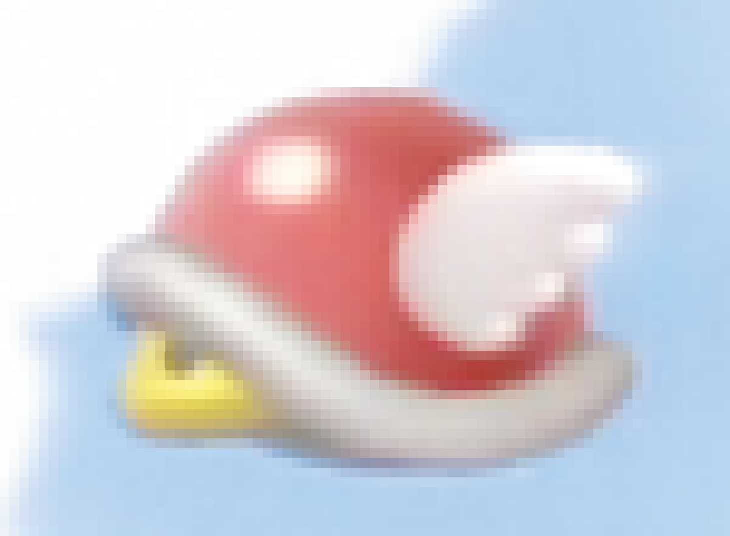
Monty Moles are unique enemies that burst out of background walls to ambush Mario when he draws near. Monty Moles move quickly and chase after Mario, and they turn around and change direction to continue their pursuit if he avoids them. Monty Moles can be defeated with stomps and other common attacks.

Muncher



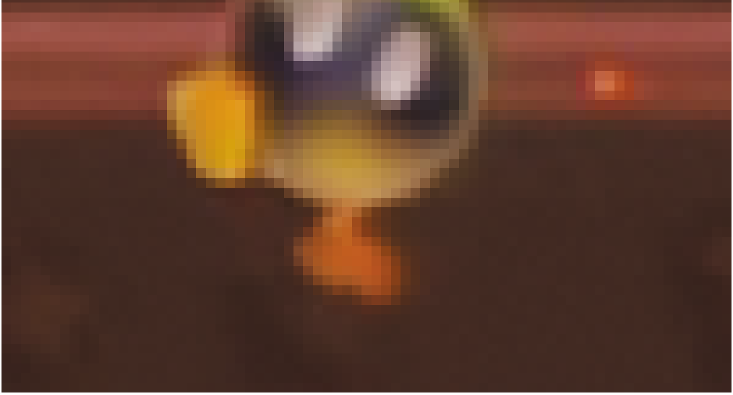
Munchers are immobile enemies that usually appear in long rows along the ground. Munchers just keep munching away, hoping something will fall into their chompers. They can't be defeated, so be sure you don't fall onto them!

Para-Beetle



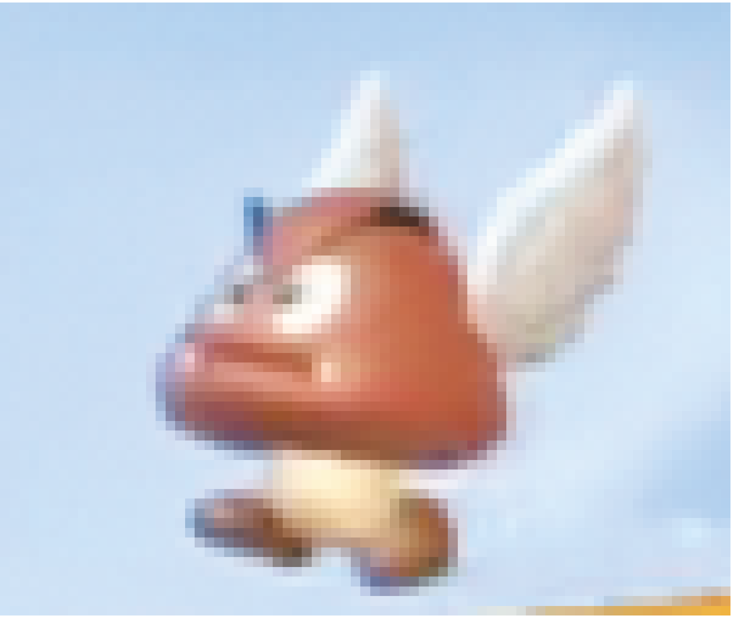
These airborne enemies are found high up in the clouds. Mario can use Para-Beetles as floating platforms by jumping onto them and hitching a ride through the sky. Unlike Heavy Para-Beetles, these smaller fliers will gain altitude while Mario rides them.

Parabomb



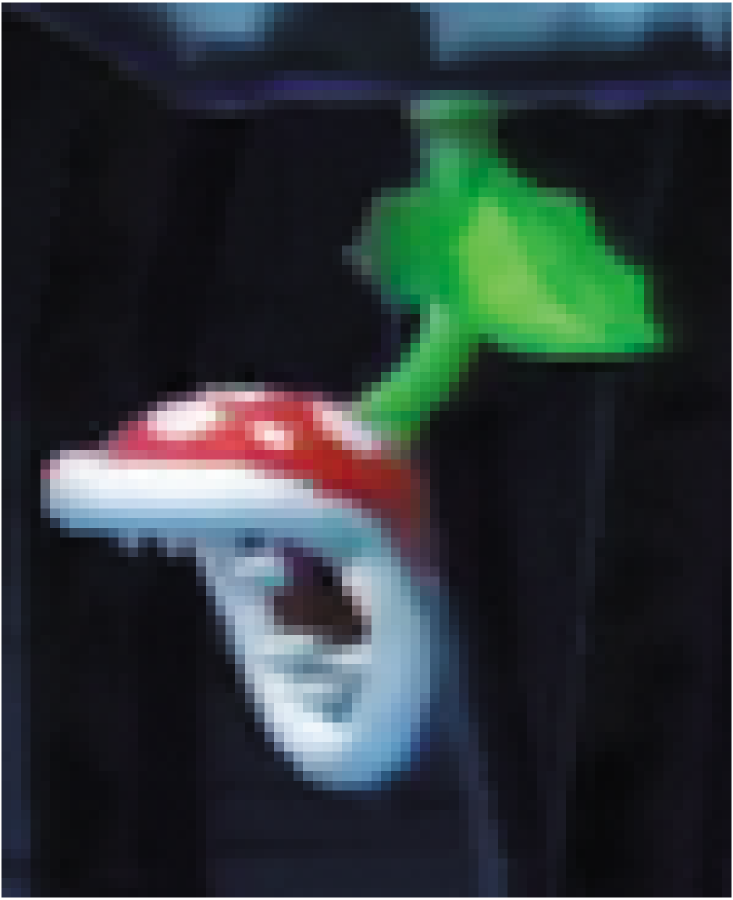
Parabombs are special Bob-ombs that float down toward Mario on parachutes. Once they land, they become normal Bob-ombs. Don’t let them hit you as they descend!

Paragoomba



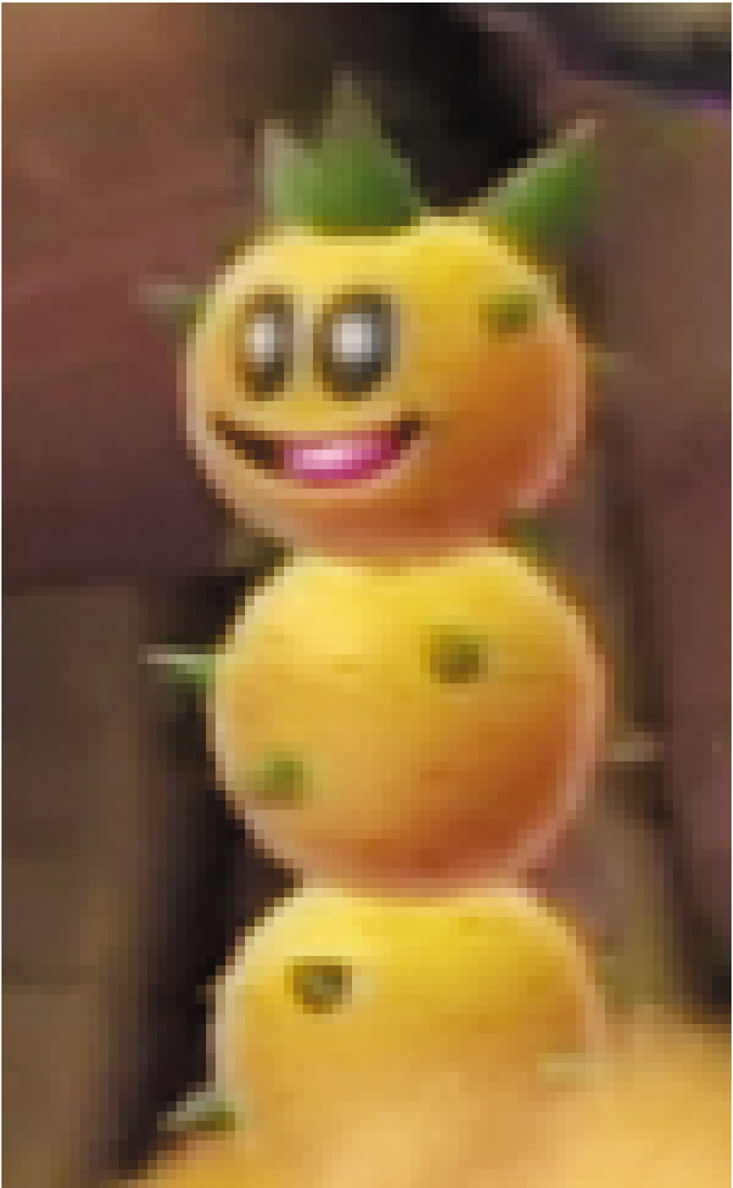
These winged Goombas are too heavy to fly, but hop around instead. Paragoombas are more challenging to deal with than regular Goombas—either dash past them while they're jumping, or jump over them (or stomp them) while they're between jumps. Paragoombas become regular Goombas after Mario stomps them.

Piranha Plant



Piranha Plants are classic enemies that poke out from Pipes, hoping to take a bite out of Mario. You can't stomp these common foes, so either move past them while they're hiding in their Pipes, or defeat them with fireballs or iceballs.

Pokey



These tall, desert enemies move back and forth across the dunes. Pokeys are covered in sharp spikes, so don't touch them! Get to higher ground and jump over Pokeys, or use fireballs or iceballs to wipe them out.

Tip

Pokeys will flash and become Fruit for brief moments. Gobble them up with Yoshi, and he'll reward you with Power-Ups! Have Yoshi swallow their head to quickly consume the whole Pokey. If Mario is in Flying Squirrel form, Yoshi will reward him with a 1-Up instead of a Power-Up.

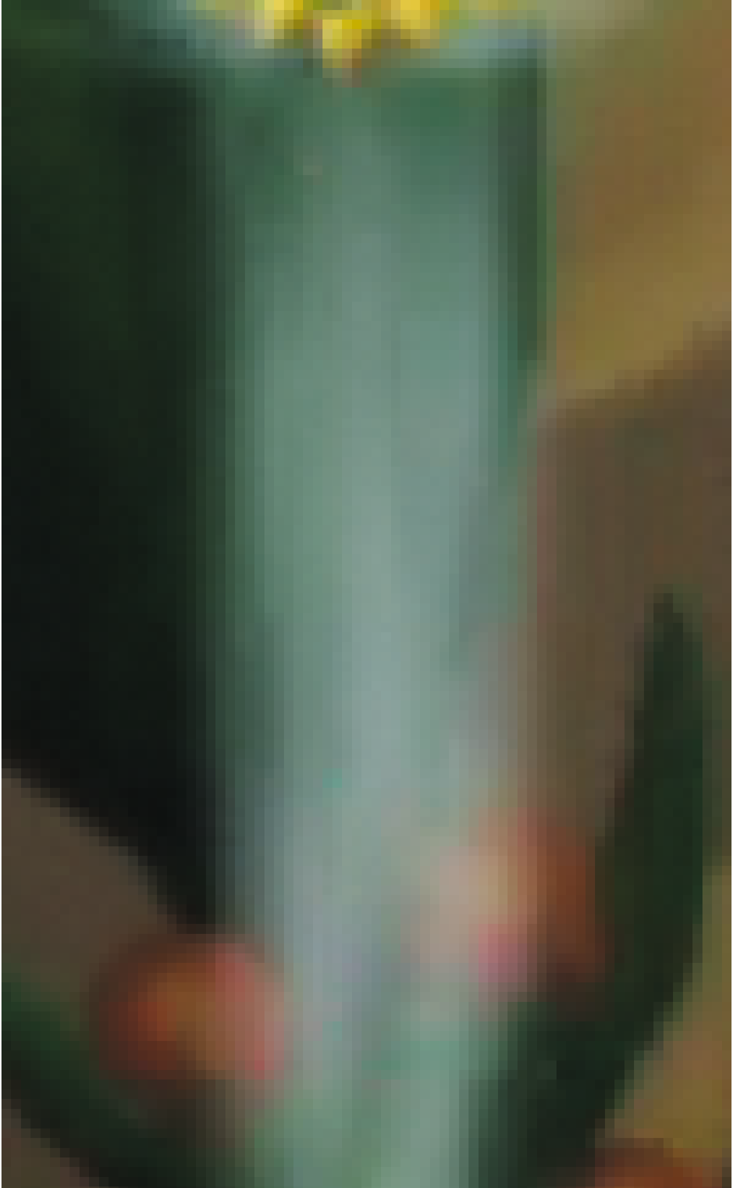
Porcupuffer

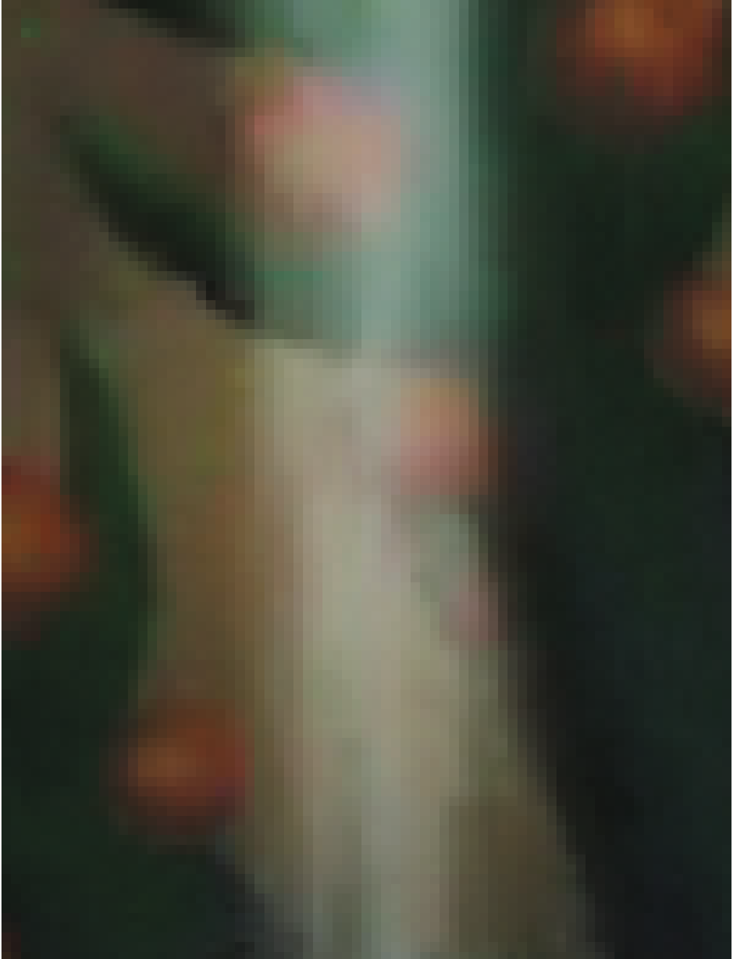
Porcupuffer is a fat, spike-covered fish that harasses Mario throughout a certain Rock-Candy Mines stage. He swims near the water's surface and occasionally jumps out of the water, remaining a constant threat. Avoiding Porcupuffer is tricky, so try to defeat him with fireballs instead.

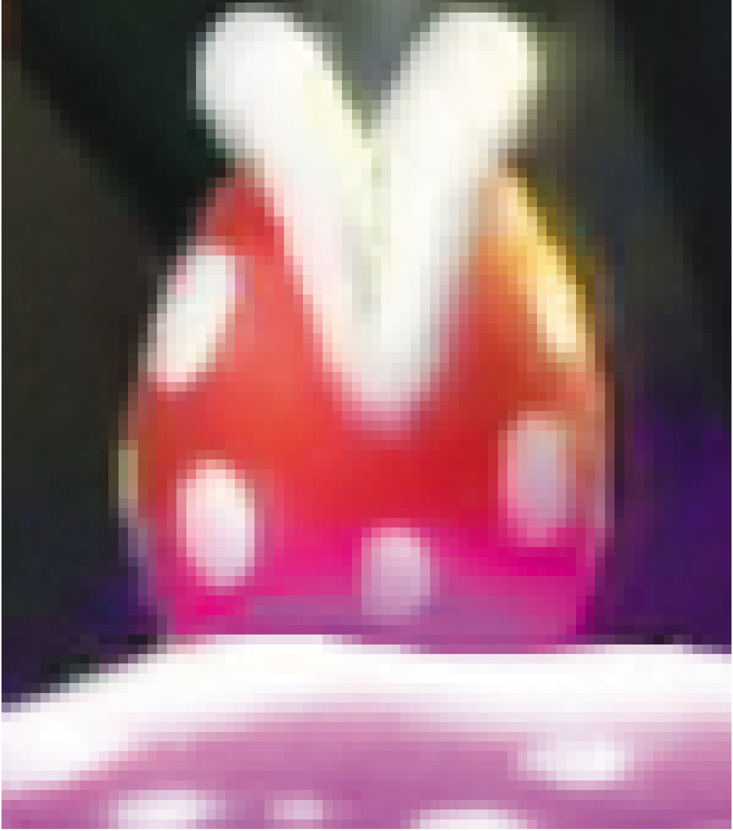
Prickly Goomba

These stationary Goombas wear thick, spike-covered armor, which prevents Mario from stomping them. Jump past Prickly Goombas if you can, or freeze them with iceballs. You can also hit Prickly Goombas with fireballs to burn away their armor and reduce them to regular Goombas.

River Piranha Plant

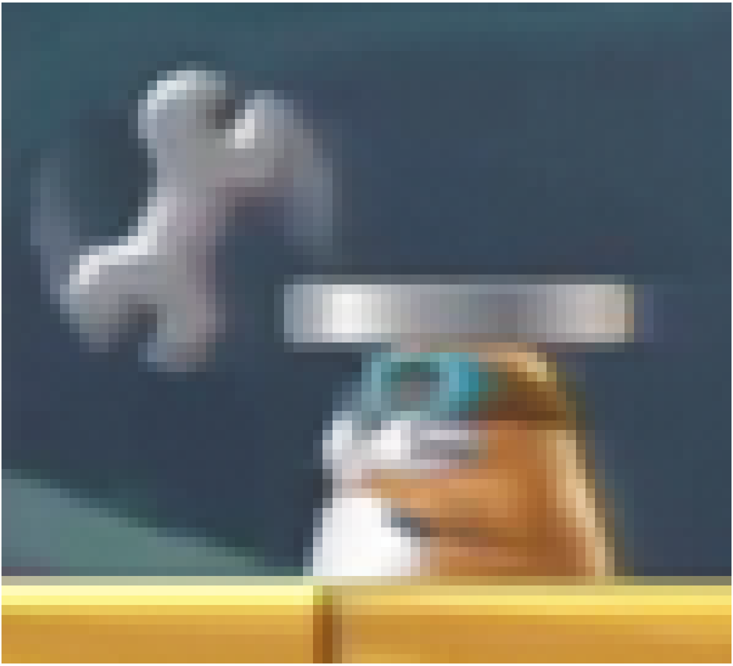






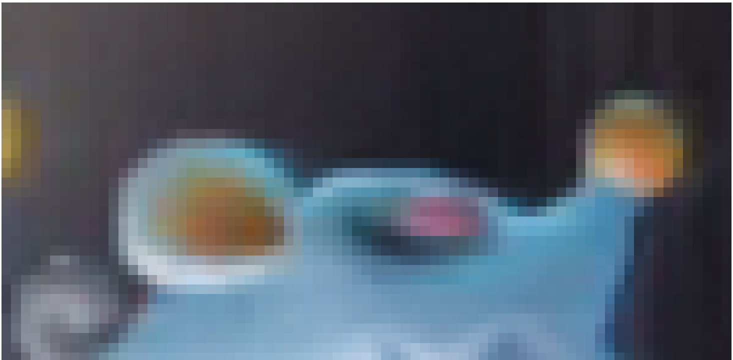
These aquatic Piranha Plants float near the water's surface and blow spiky spores up into the sky. Either jump past them while they're not blowing, or slip between the River Piranha Plant and its spore while the spore is floating high overhead. Fireballs and iceballs are also options.

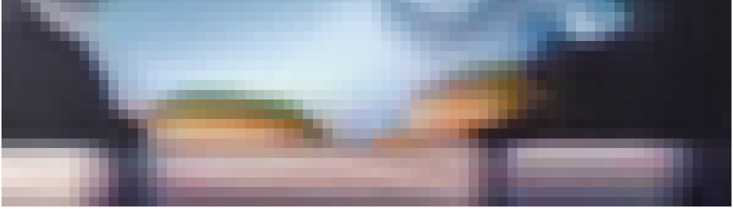
Rocky Wrench



Another classic enemy, Rocky Wrench appears on Bowser's airship, popping up from manholes and tossing wrenches at Mario. These guys haven't gotten any tougher over the years—just jump over their wrenches and give them a good stomp!

Scaredy Rat





Scaredy Rats are rare enemies that appear only in Boo Houses. These little critters come in packs and will run around with great speed if Mario startles them. Stomp Scaredy Rats, or use fireballs or iceballs to best these pests.

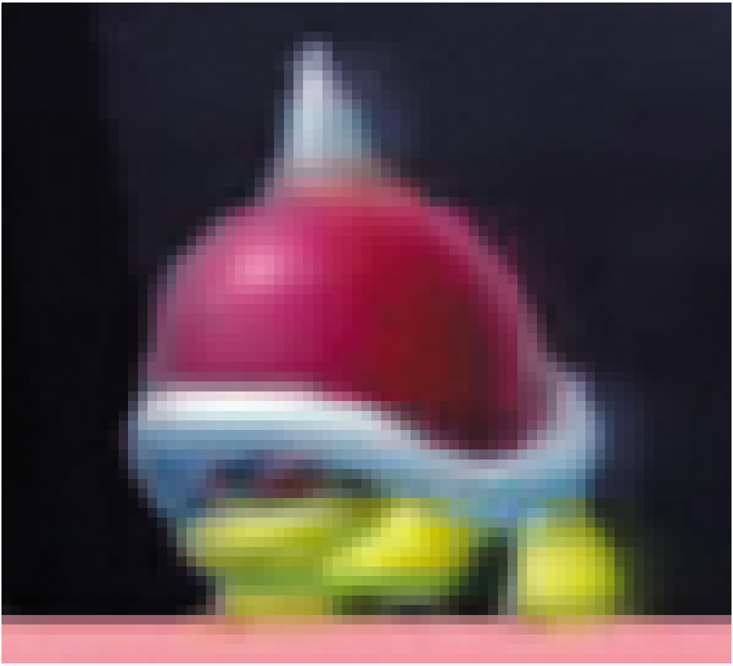
Sledge Bro

Like Hammer Bros, these burly Bros toss hammers Mario, which can be tough to avoid. Sledge Bros are larger though, and can stun Mario by slamming the ground. Jump to avoid being stunned when a Sledge Bro slams down, and try to defeat these enemies from afar with fireballs or iceballs. You can also defeat Sledge Bros by stomping them or bumping the platforms they're standing on from below.

Spike

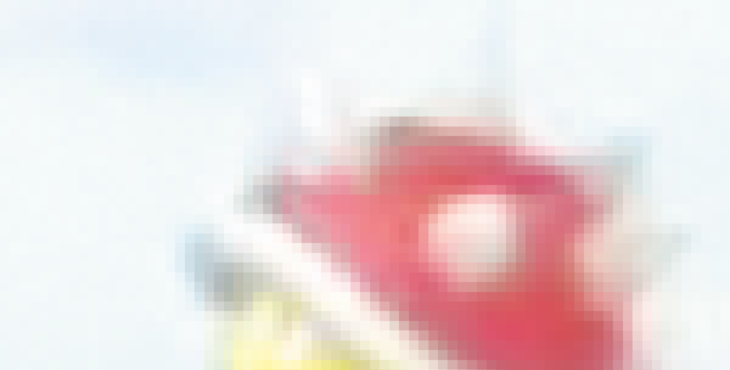
Spikes are unusual creatures that cough up large, spiked balls and then throw them at Mario. Avoid their spiked balls, then stomp the Spikes before they can cough up another ball! Fireballs and iceballs do the trick, too.

Spike Top



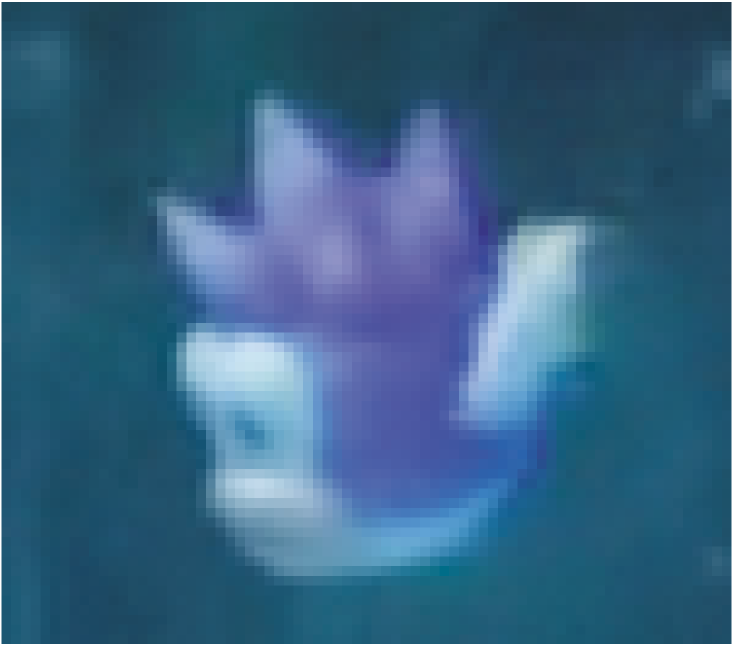
These enemies are similar to Buzzy Beetles, except they have a red shell with a large spike on top. This prevents Mario from stomping Spike Tops, which means he must use iceballs to defeat them. Spike Tops can also walk around platforms and defy gravity as they cling to walls and ceilings!

Spiny



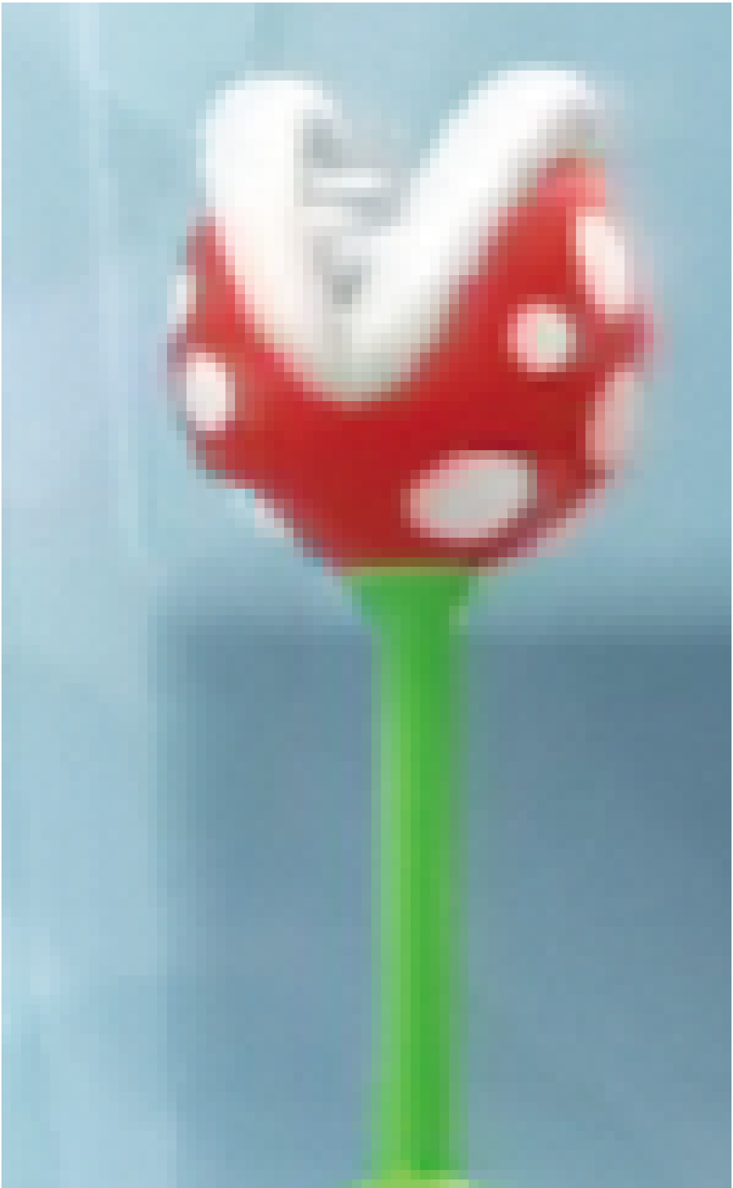
Spinys are hard-shelled enemies that are covered in sharp spikes, so they are impossible to stomp. Defeat Spinys with fireballs or iceballs, or simply avoid them. Lakitu just loves dropping these little guys on Mario from his lofty cloud!

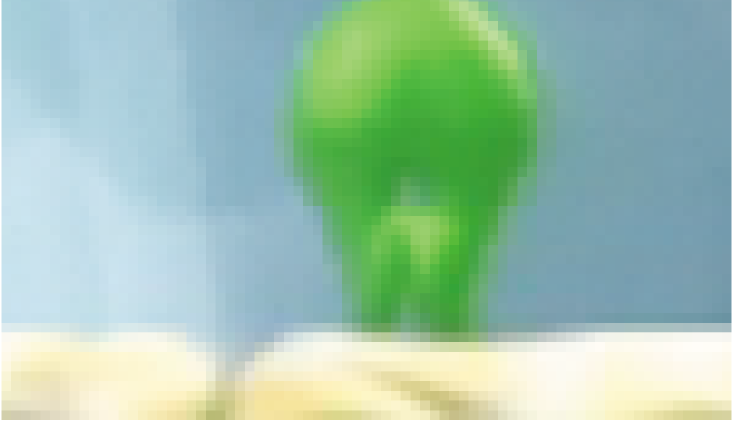
Spiny Cheep Cheep



These little fish are similar to Cheep Cheep, except they relentlessly pursue Mario while he swims underwater. Swim hard to avoid Spiny Cheep Cheep, or use fireballs or iceballs to take them out.

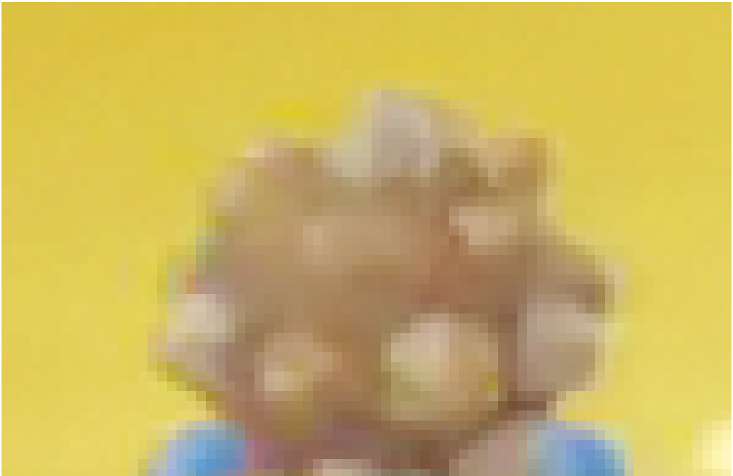
Stalking Piranha Plant

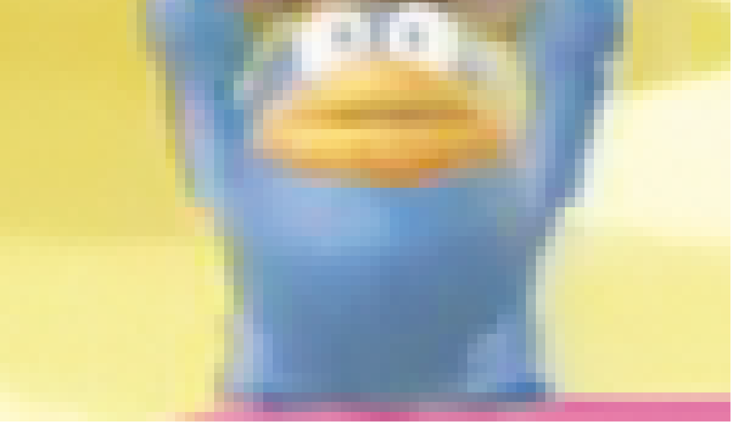




These creepy Piranha Plants are a rare, mobile variety that can walk around on root-like legs. Stalking Piranha Plants can also extend upward into the sky, becoming difficult obstacles to jump past. Defeat Stalking Piranha Plants with fireballs or iceballs, or simply leap past them when you can.

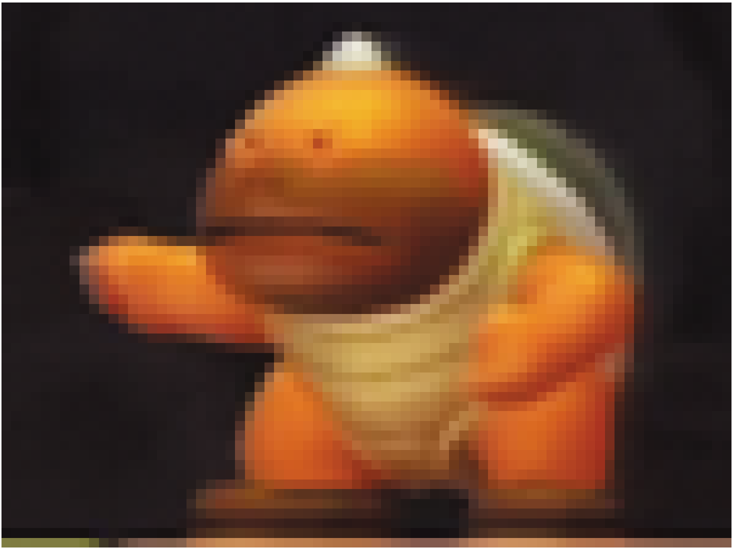
Stone Spike





Stone Spikes are similar to Spikes, except they prefer to drop their spiked balls down at Mario instead of rolling them at him. Climb to higher ground and defeat Stone Spikes with stomps, fireballs, or iceballs. Or simply dash past after their spiked balls have dropped by.

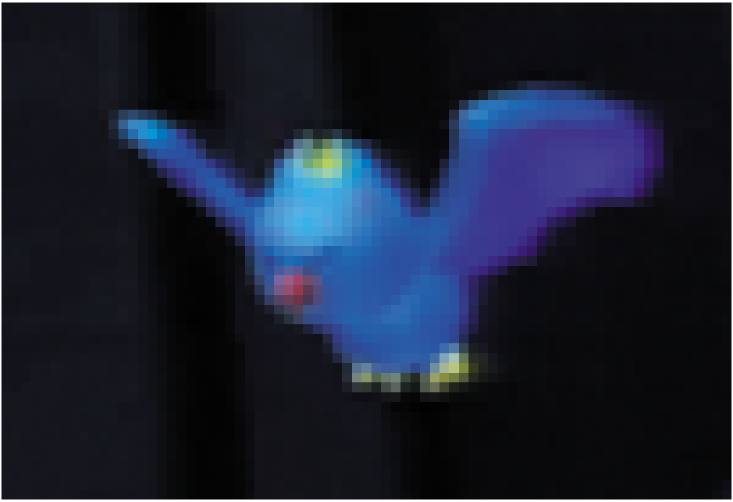
Sumo Bro



These overgrown Bros slam the ground with such force that they cause electrical currents to trickle down toward Mario. Carefully avoid their currents as you look to bump these foes from below, or use fireballs to defeat them. You can't stomp

Sumo Bros because they have a spike on their heads, and they can't be smashed after you've frozen them with iceballs

Swoop

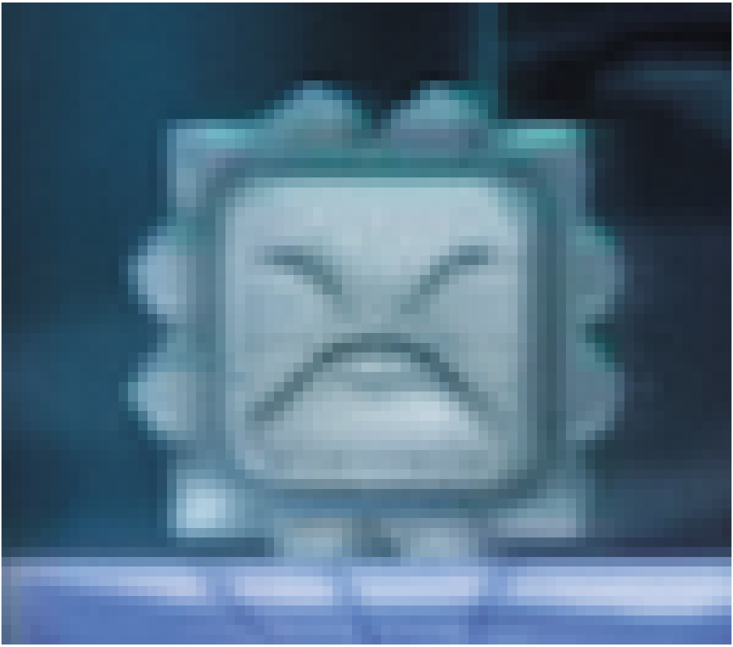


Swoops are bat-like enemies that hang from the ceiling and come swooping down at Mario when he draws near. Speed past Swoops to avoid their dive-bomb attacks, or trick them into diving and then give them a good stomp while they're flying low. Fireballs and iceballs are also effective.

Targeting Ted

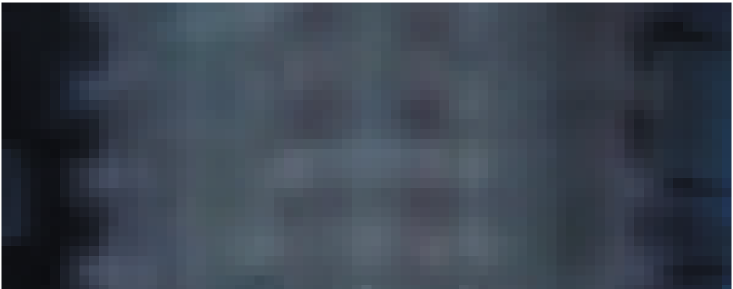
These dangerous torpedoes will change direction if they happen to miss Mario, spinning around and shooting toward him again. Targeting Teds will destroy Blocks and defeat any enemies they strike, so crafty players can use them to their advantage.

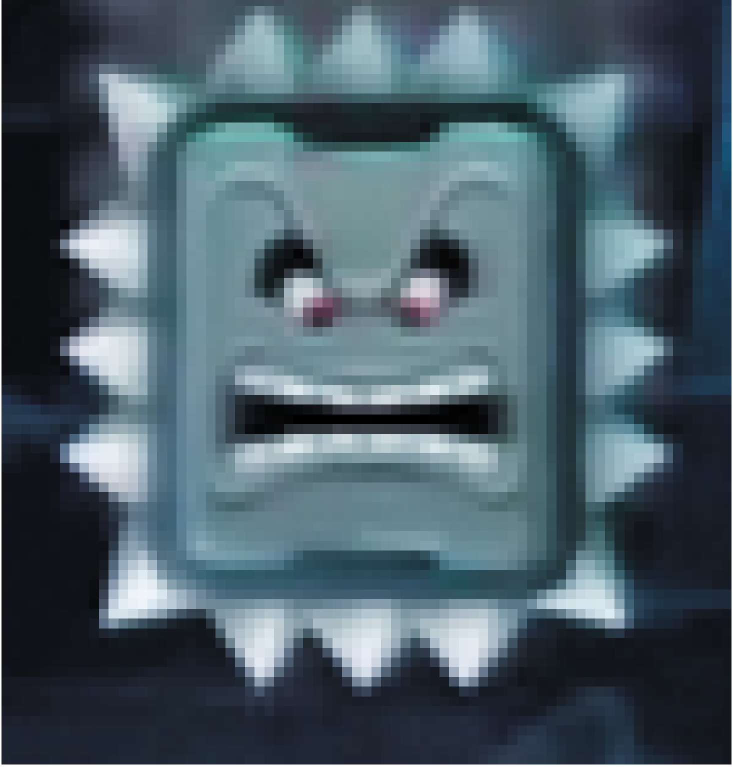
Thwimp



Thwimps are tiny Thwomps that jump back and forth between two spots. Just watch how the Thwimps are jumping, then dash past them when the chance permits.

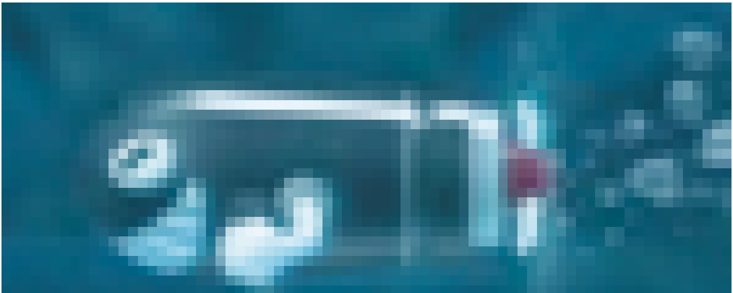
Thwomp





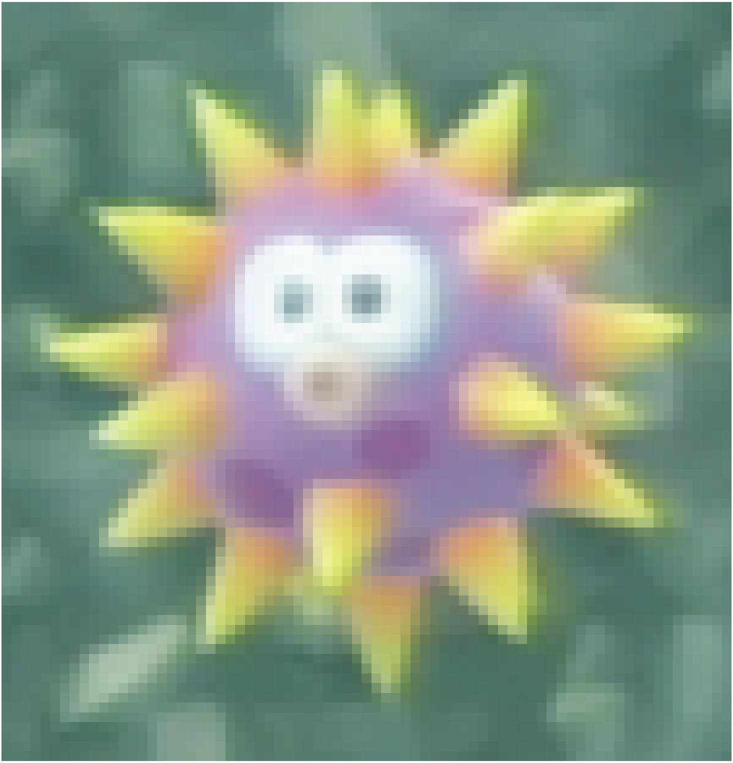
Thwomps are large, spike-covered blocks that come crashing down at Mario from above as he passes by. Sometimes you can simply dash past Thwomps; other times, you must trick them into dropping and then dart past them while they slowly rise.

Torpedo Ted



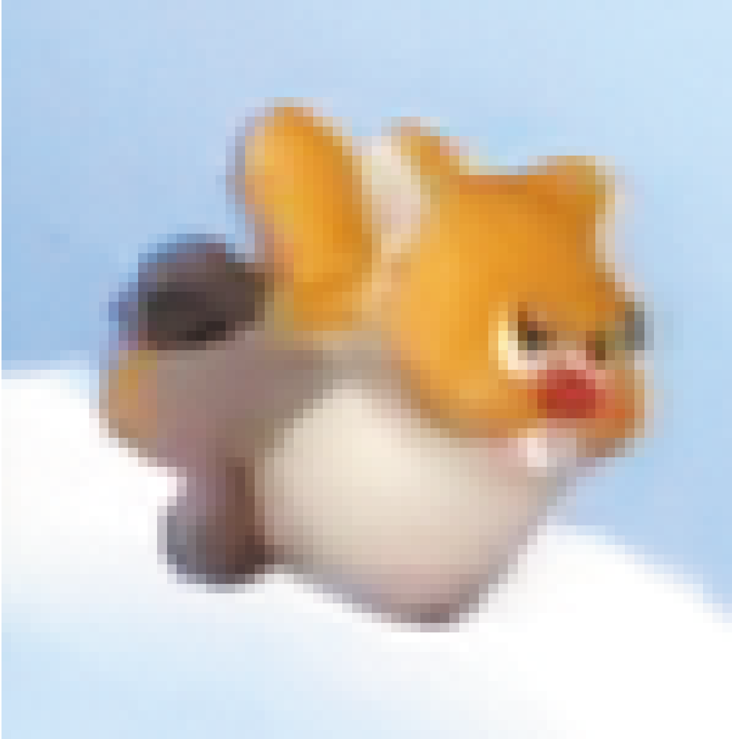
Torpedo Teds are the underwater equivalent of Bullet Bills. They're similar to Targeting Teds, except that they won't change direction and pursue Mario if he gives them the slip. It's possible to freeze Torpedo Teds with iceballs, but they won't stay frozen for long. Just swim past them instead.

Urchin



Urchins are common underwater enemies that are covered in sharp spikes. Mario can't touch these dangerous obstacles, but he can defeat them with fireballs or iceballs!

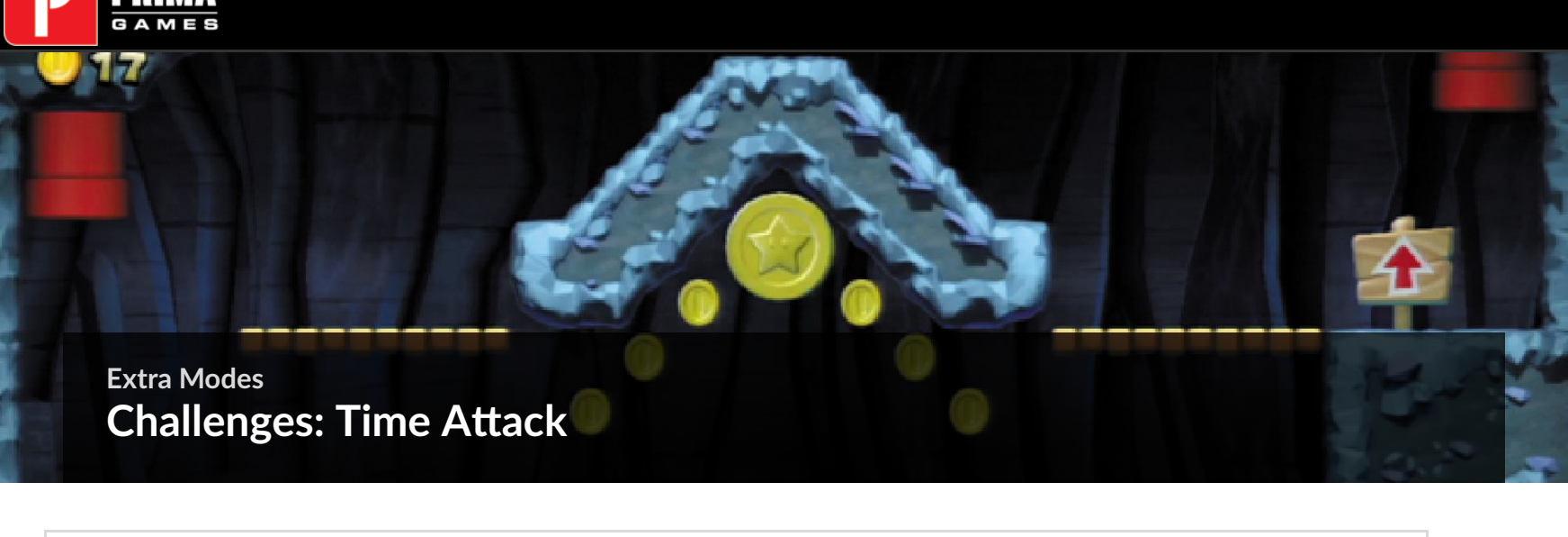
Waddlewing



Waddlewings glide through the air, hoping to hit Mario. When they reach a wall, they'll pause for a moment and then change direction to glide back the way they came. You don't want these guys coming at you from behind, so try to defeat Waddlewings with stomps, fireballs, or iceballs.

Wiggler

These many-legged creatures roam certain regions of the Soda Jungle. Mario can't defeat Wigglers by stomping them—in fact, it will only make them mad! Angry Wigglers turn red and stamp around even faster than normal. Wigglers are fairly easy to avoid, though, so just bounce off them and be on your way.

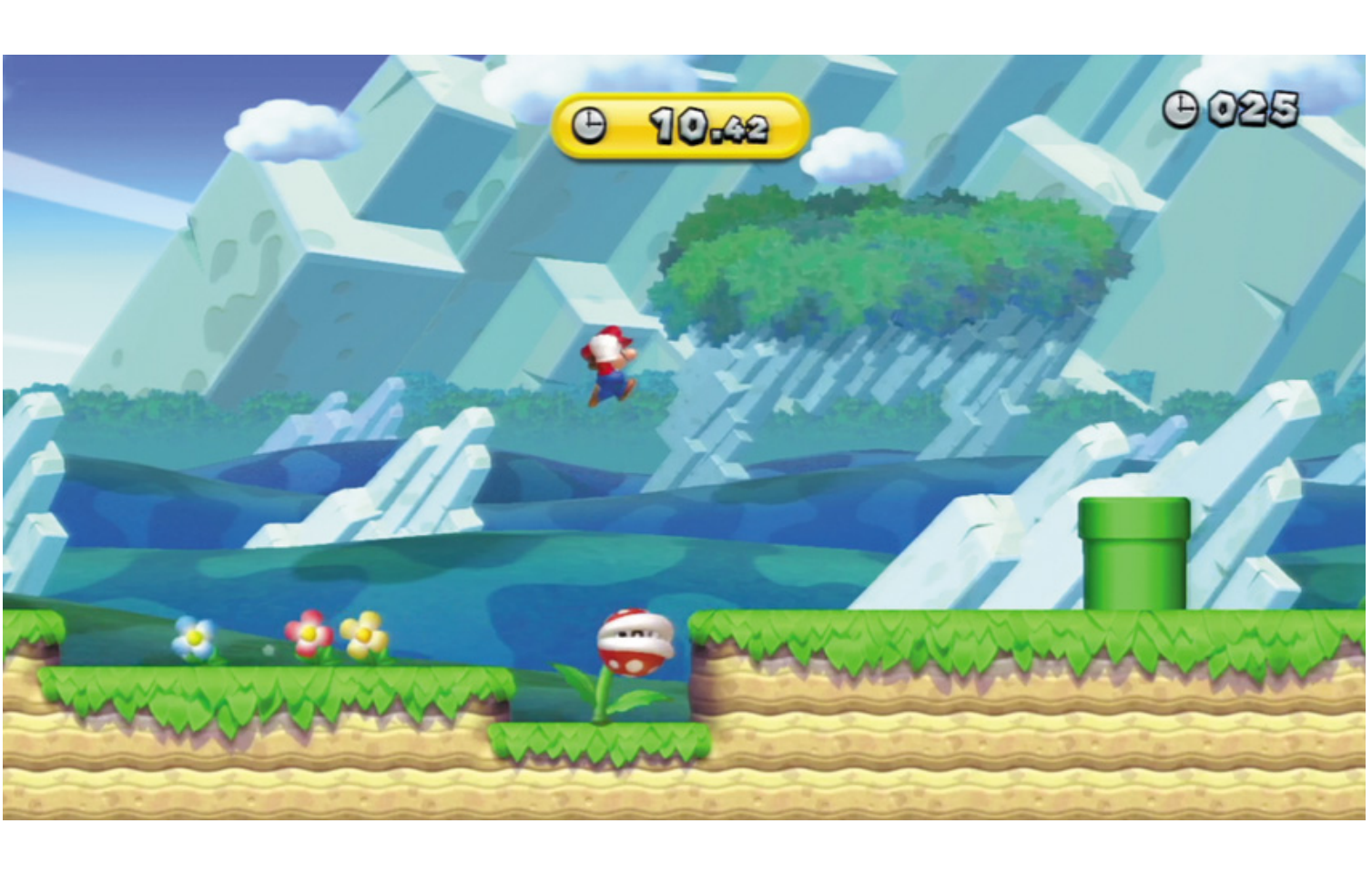


Extra Modes

Challenges: Time Attack

Time Attack Trial	
Difficulty:	★

- Objective: Dash to reach the goal in 35.00 or less.



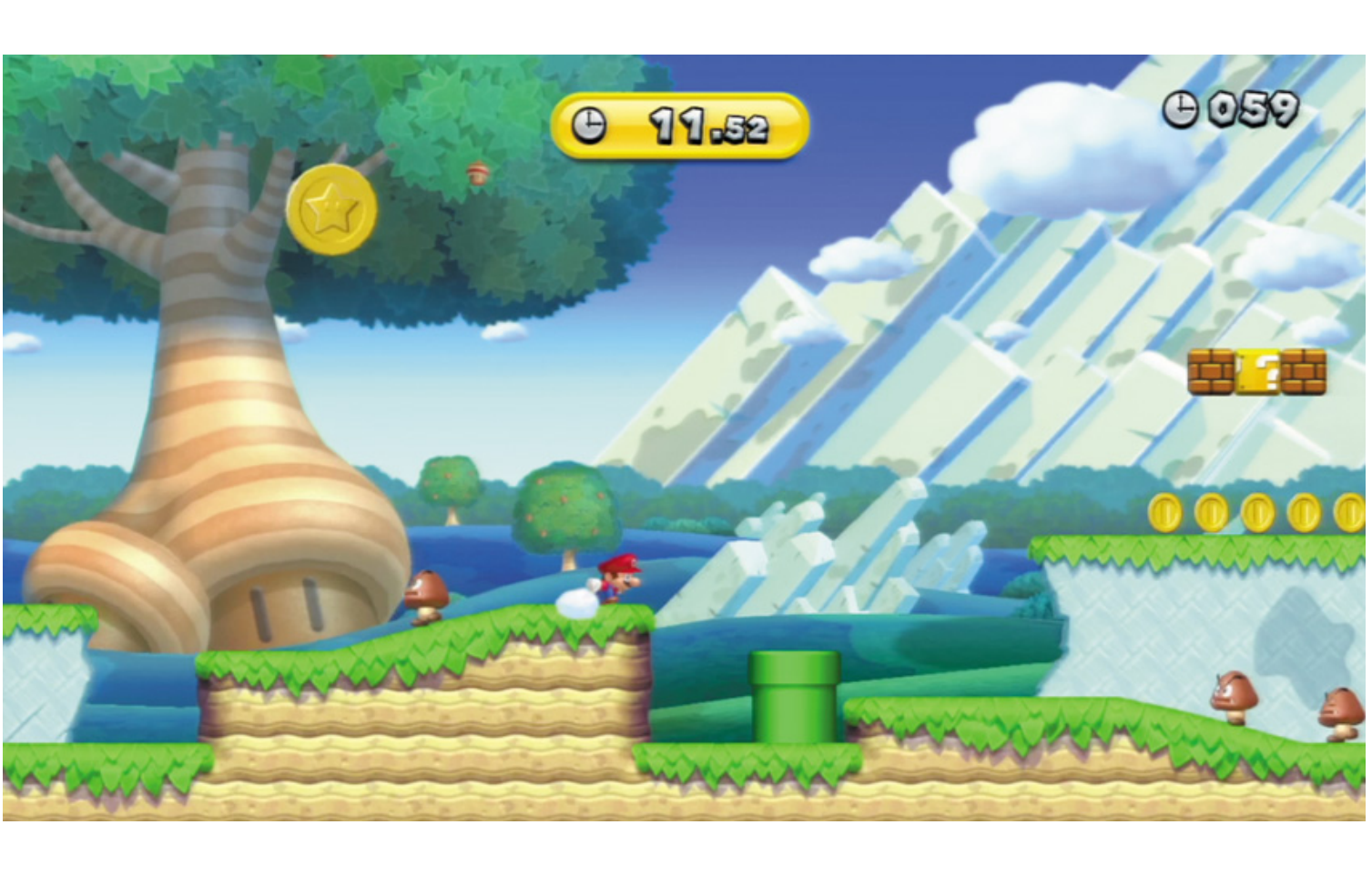
The Time Attack Challenges start off easy with this entry-level trial. Simply dash through the straightforward stage as quickly as you can, leaping over enemies and obstacles (or passing underneath them, in the case of Koopa Paratroopas). You should have little trouble reaching the goal within the time limit.

Note

You only need to place Bronze in each Challenge to unlock the next Challenge.

Acorn Plains Speed Run	
Difficulty:	★

- Objective: Reach the goal in 70.00 or less.



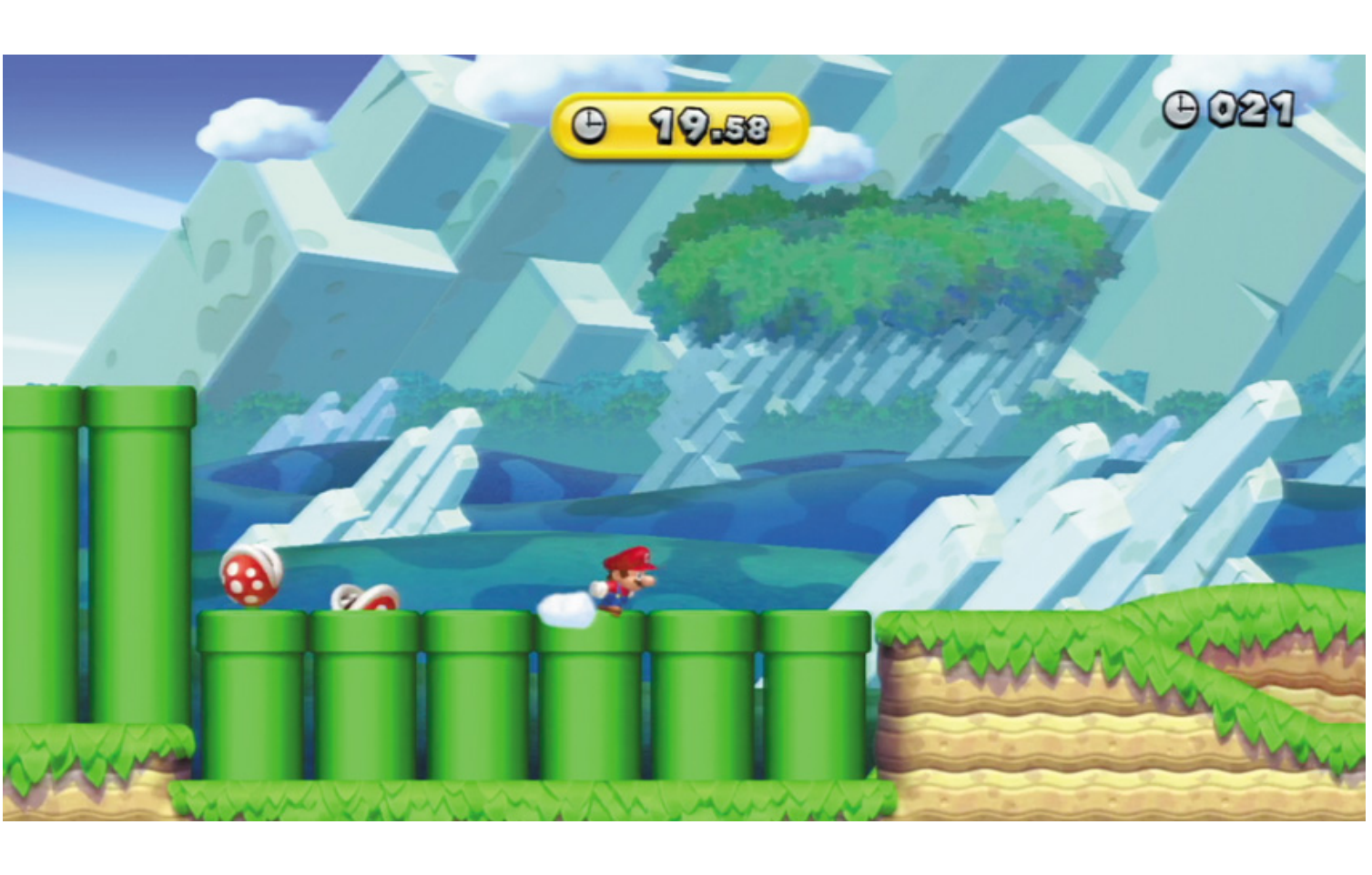
This Time Attack takes place on Acorn Plains Way—Story Mode's very first stage. Just keep dashing as you jump past enemies and obstacles, just like you did during the Time Attack Trial. A near-perfect run is required to score the Gold, so don't hold back!

Note

There's no need to collect Coins and Star Coins as you sprint through the Time Attack Challenges.

Full Speed Ahead	
Difficulty:	★★

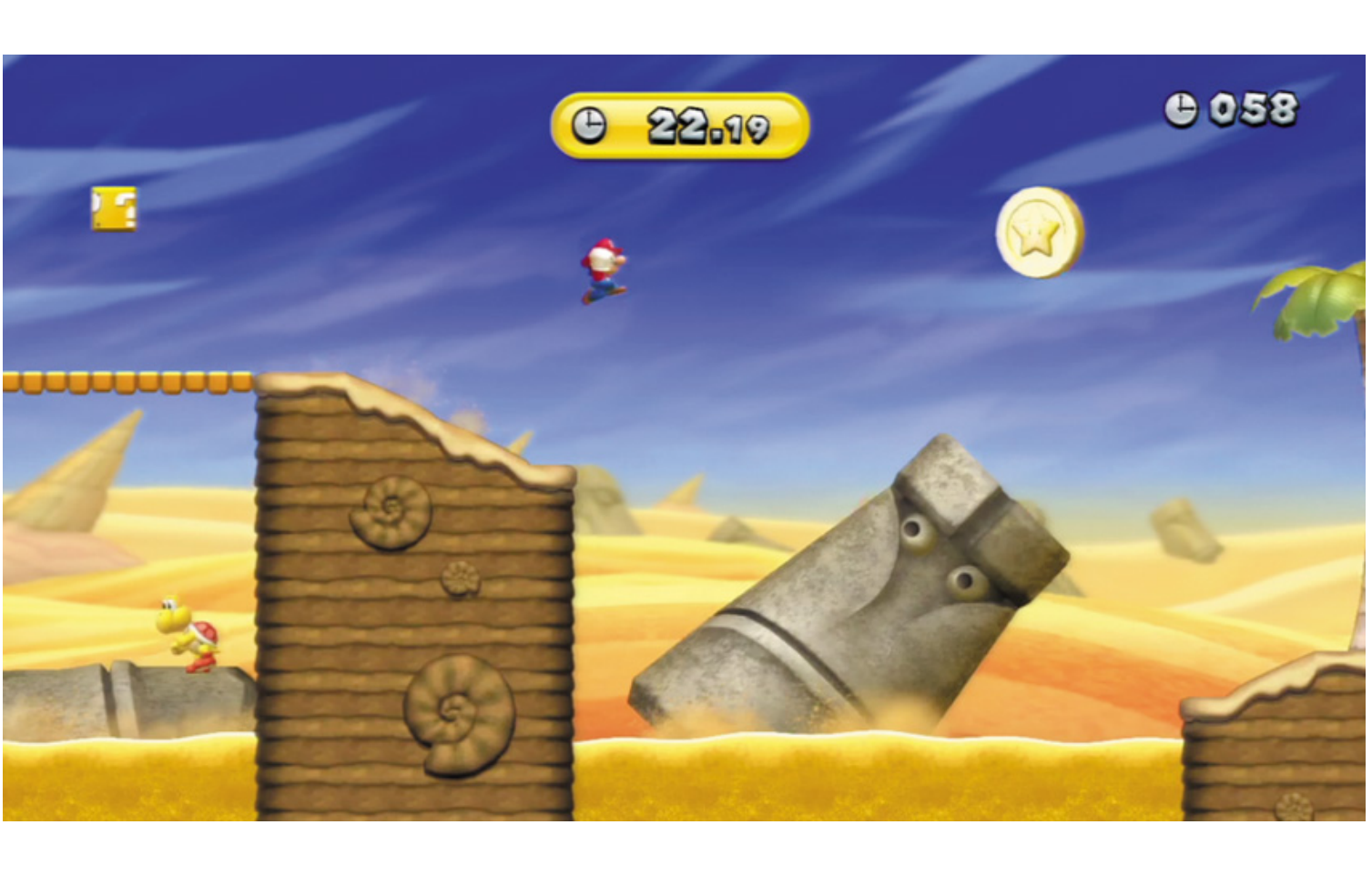
- Objective: Reach the goal in 40.00 or less.



The challenge factor ramps up a little in this Time Attack—but it's nothing you can't handle. Try keeping to the high ground throughout this run, and you'll avoid most of the obstacles. Don't stop until you reach that Goal Pole!

Stone-Eye Desert Dash	
Difficulty:	★★

- Objective: Reach the goal in 80.00 or less.



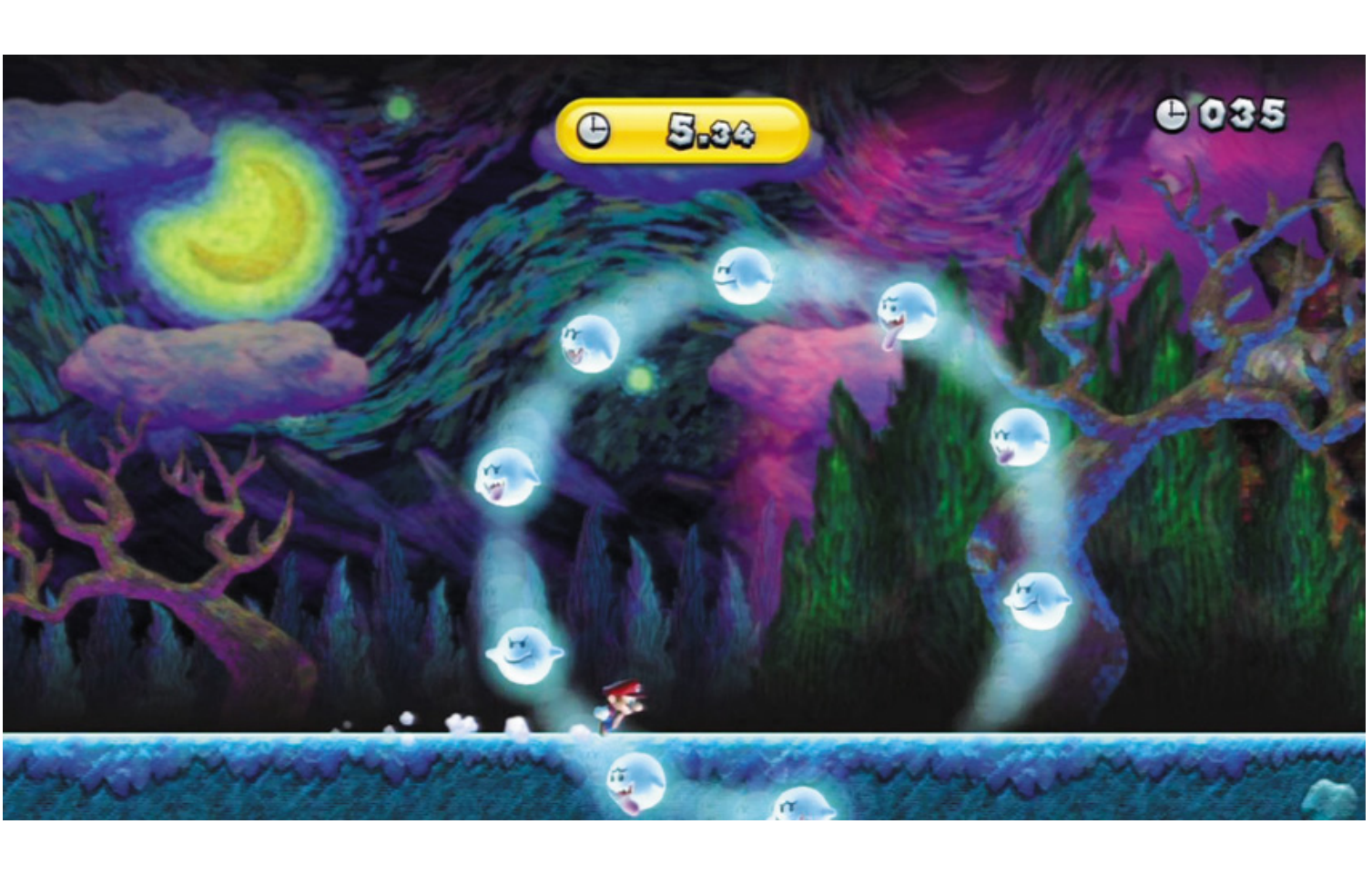
This Time Attack takes place on Layer-Cake Desert's first stage, Stone-Eye Zone. The quicksand is sure to slow you down here, but you've got plenty of time to reach the goal. Do your best to avoid the quicksand when you can, and rapidly jump to maneuver through the sand whenever you fall in.

Tip

Spin in midair to extend your jumps and help avoid the quicksand.

The Boo Ballet	
Difficulty:	★★

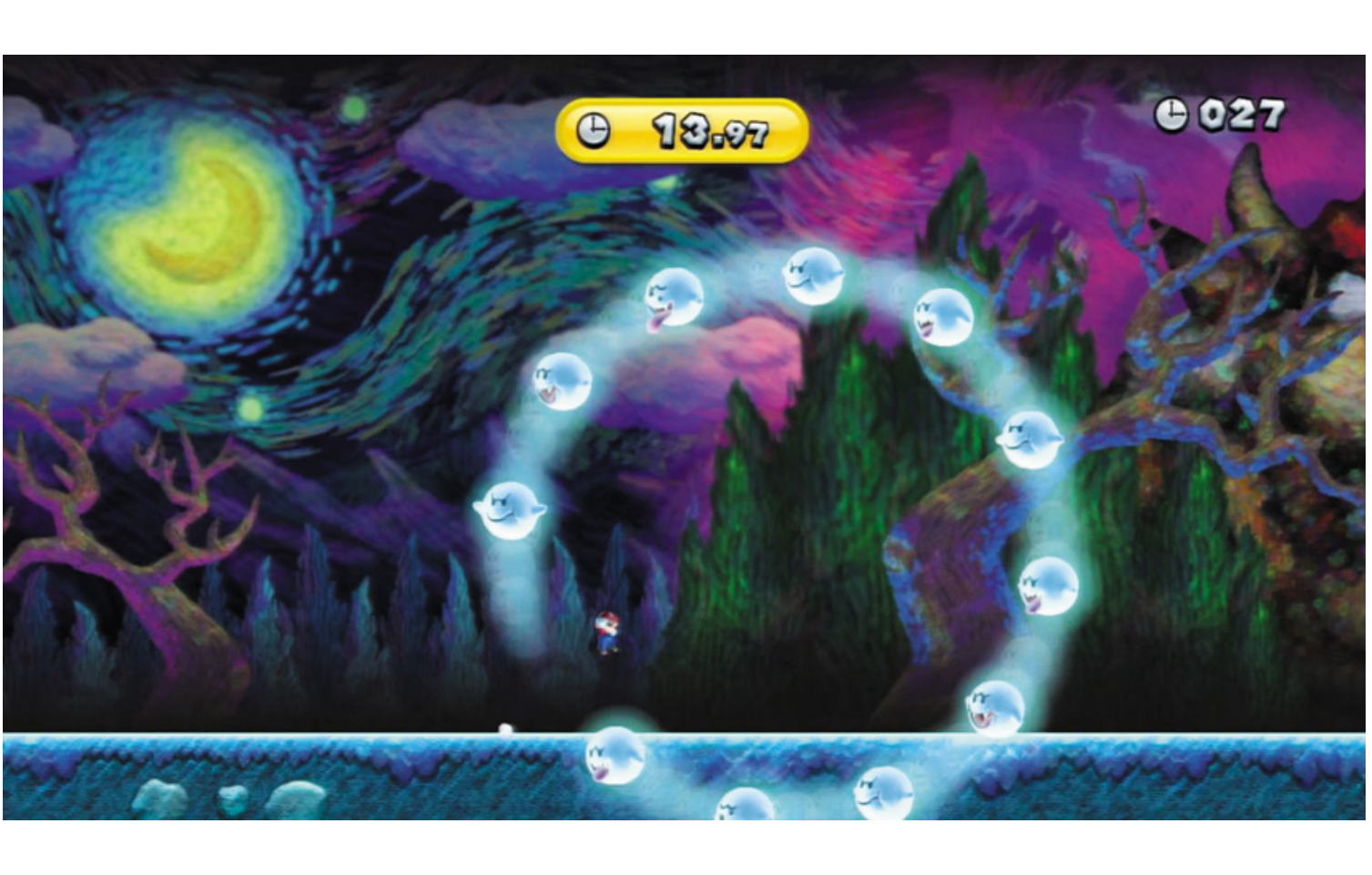
- Objective: Reach the goal in 40.00 or less.



This spooky stage has you sprinting through several rings of circling Boos. You can't touch even a single Boo because you're playing as Small Mario. Sometimes you'll need to jump through the Boos, and other times you can simply keep dashing along the ground as you pass through the gaps between them. The level is challenging, but it's not very long, so don't give up!

The Boo-Ballet Encore	
Difficulty:	★★

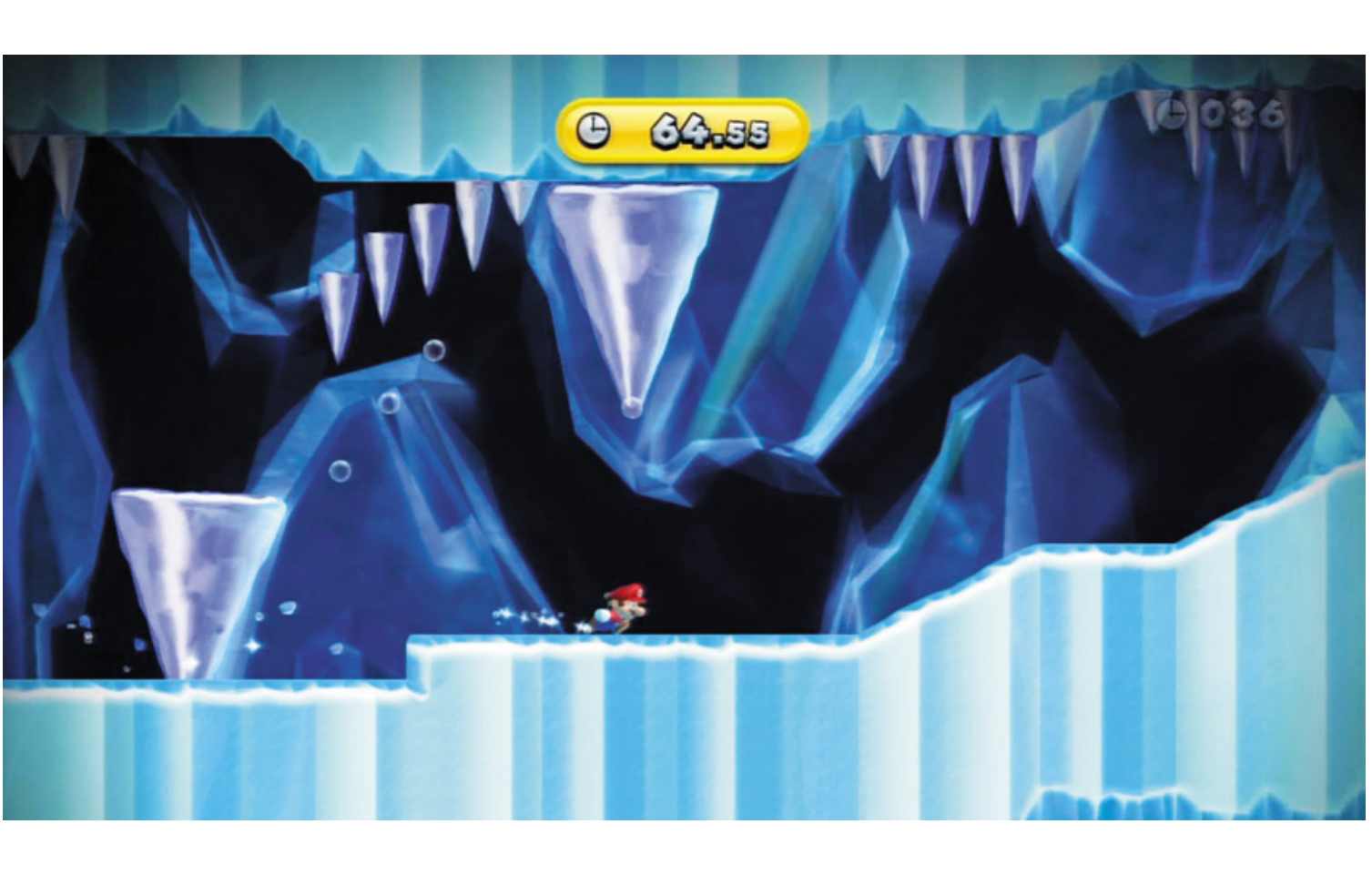
- Objective: Reach the goal in 40.00 or less while in Mini Mario form.



Thought you had put those Boos behind you? Not a chance! (Besides, behind you is a bad place for Boos to be.) This is the exact same stage as The Boo Ballet, but this time, you must bypass the circling Boos as Mini Mario. You might think this would make matters easier, but Mini Mario's floaty jumps actually increase the challenge a bit. Try to pass through whole rings with each jump—it's the fastest way to the finish!

Icicle Skating	
Difficulty:	★★

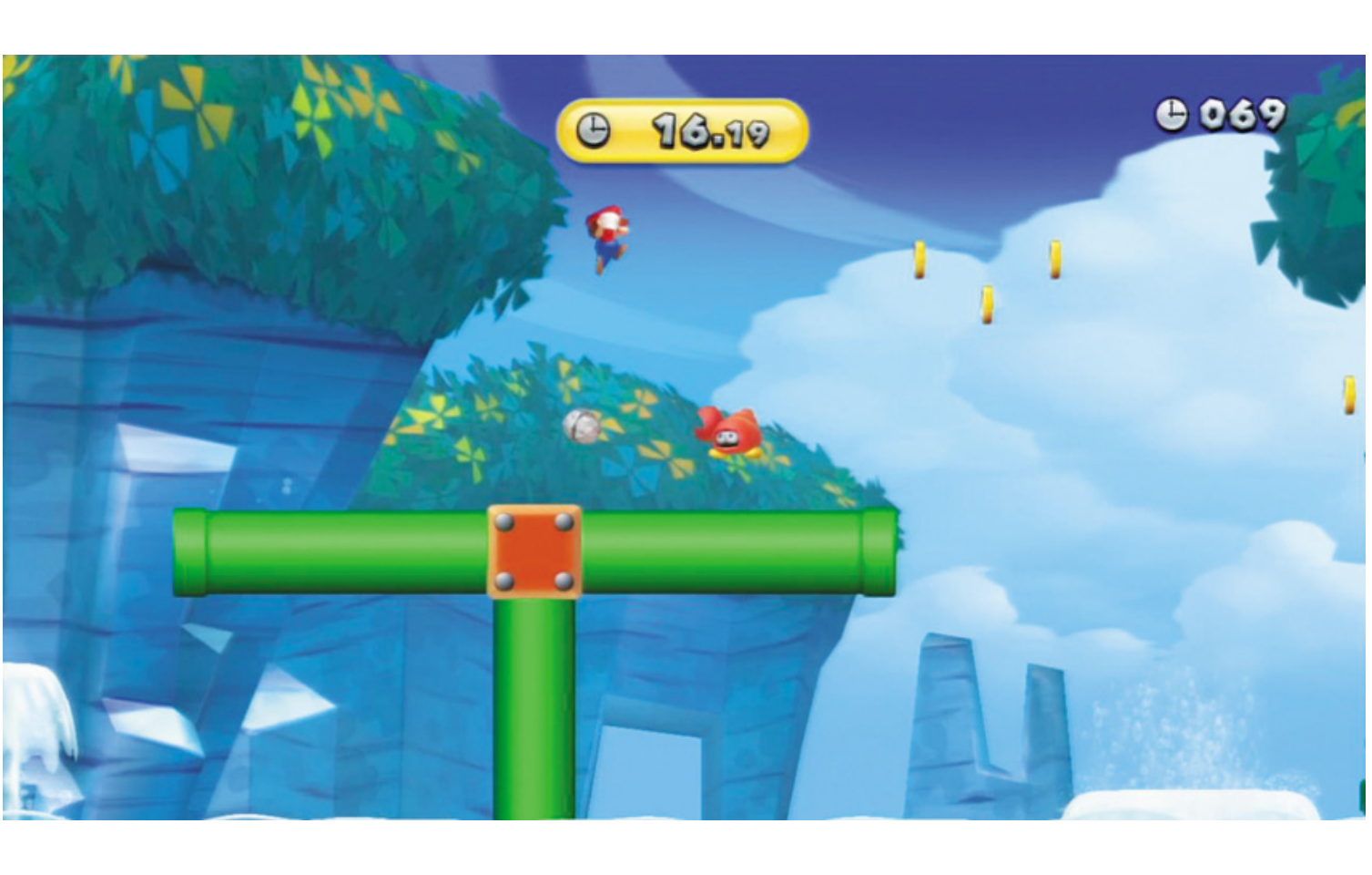
- Objective: Reach the goal in 100.00 or less.



Sprint past a slew of enemies and Icicles as you speed through this frigid stage. If it looks familiar, that's because you visited this chilly cavern while exploring the Frosted Glacier in Story Mode. Simply dash through the cavern without pause to slip past the falling Icicles and reach the far Warp Pipe in record time.

Huckit Hustle	
Difficulty:	★★★

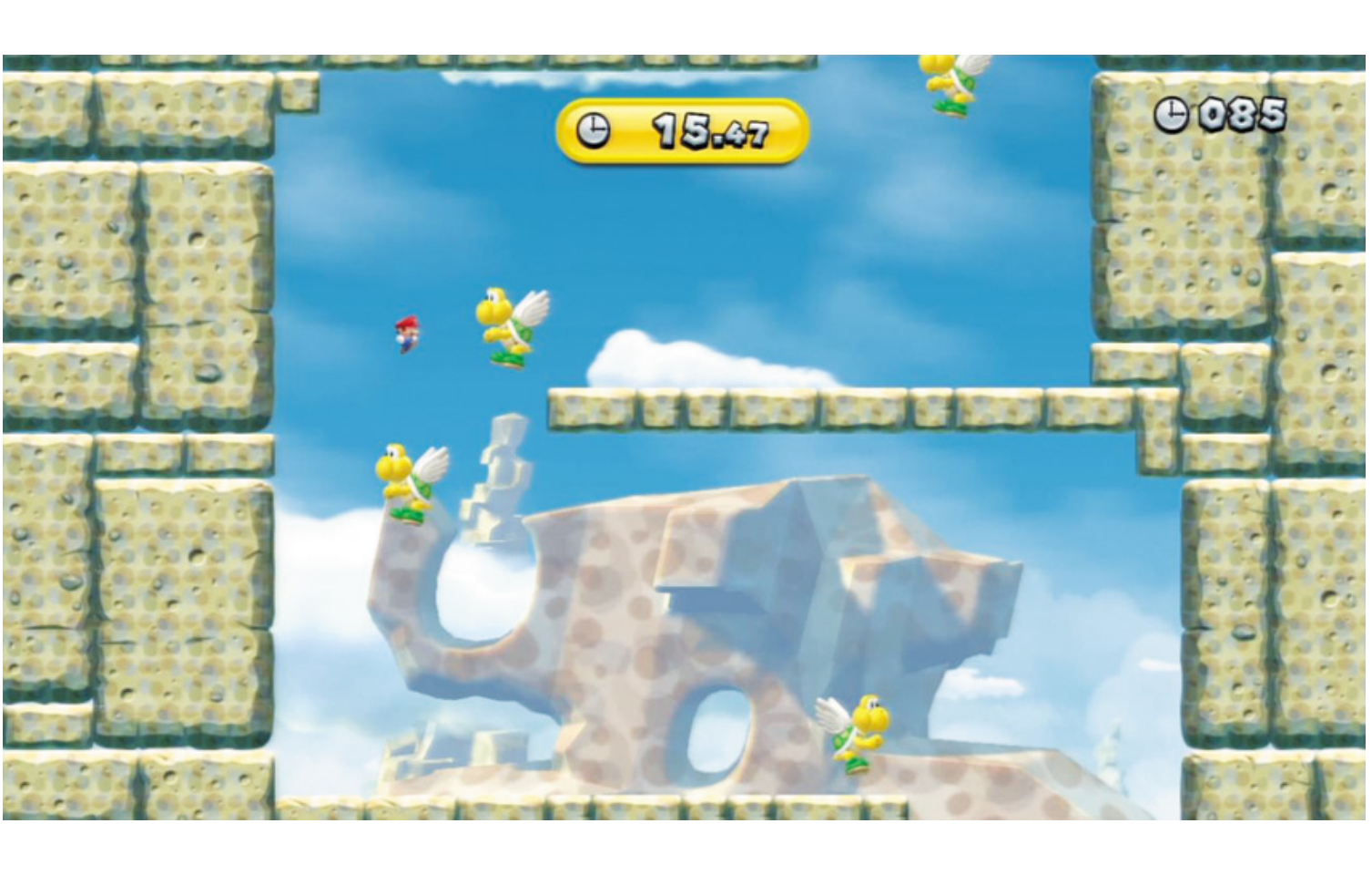
- Objective: Defeat all of the Huckit Crabs, and reach the goal in 85.00 or less.



Every Huckit Crab must be stomped as you sprint through this unique Time Attack. Beware of the rocks that the Huckit Crabs throw, and shorten or lengthen your jumps as needed to ensure that you land atop each one. Defeat every Huckit Crab with stomps as you sprint ever onward.

Mini Mountaineer	
Difficulty:	★★★

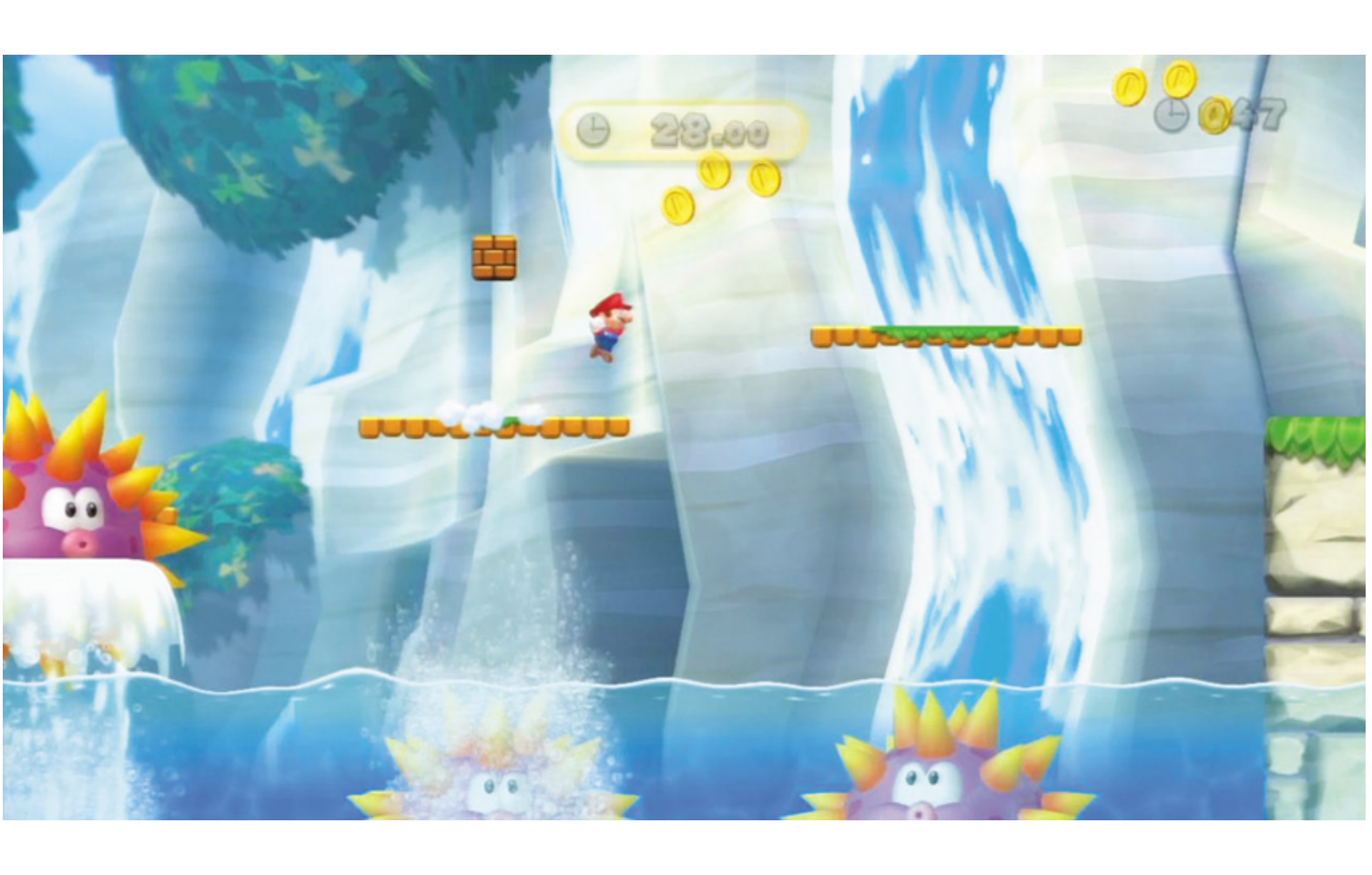
- Objective: Reach the Goal Ring in 100.00 or less without touching the ground in Mini Mario form!



You must keep off the ground as you scale the mountain in this challenging Time Attack. Thankfully, Mini Mario can float for quite a long distance after each jump, which makes matters a little easier. Jump off the first few Bullet Bills as you begin your ascent, then wall jump up to the Koopa Paratroopas above. Leap along the Paratroopas and just keep climbing. You won't lose as long as you're careful to land on enemies—unless you run out of time, that is!

Lurchin' Urchins	
Difficulty:	★★★

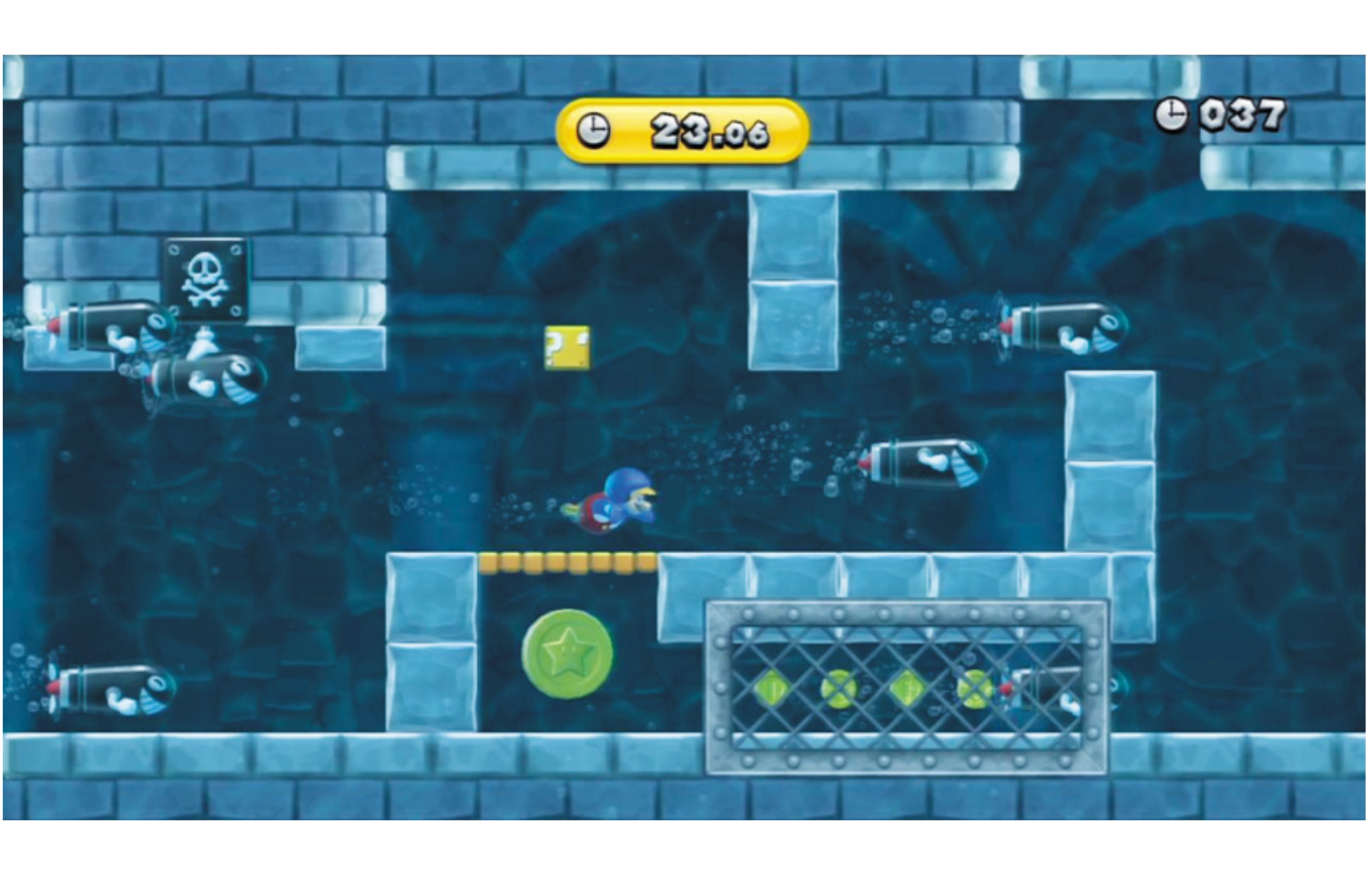
- Objective: Reach the goal in 75.00 or less.



This straightforward Time Attack has you leaping past Urchins as you dash through one of Sparkling Waters' scenic stages. Those ugly Urchins will defeat you with just one touch, so time your jumps carefully and make good use of the midair spin trick to help you soar past the Big Urchins.

Penguin vs. Torpedo	
Difficulty:	★★★

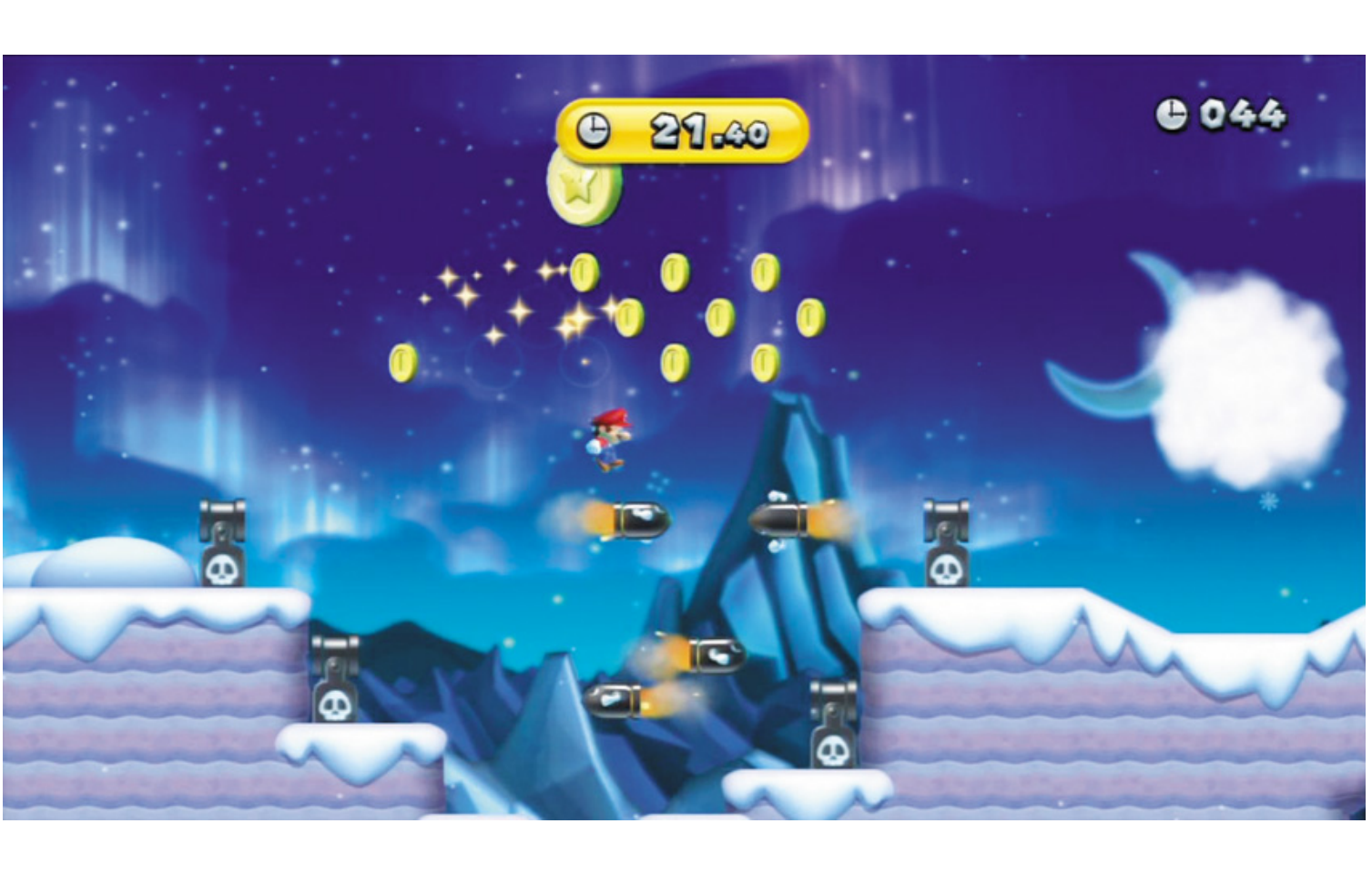
- Objective: Pass through the Goal Ring in Penguin Mario form in 60.00 or less.



Swim past a torrent of Torpedo Teds as you tear through this underwater Time Attack. You have the advantage of the Penguin Suit during this Challenge. Use it to swim fast while remaining "in-line" at a level depth. Whenever possible, stick near the middle to give yourself the best odds of reaching the Goal Ring in record time.

Slick Slopes and Bullet Bills	
Difficulty:	★★★

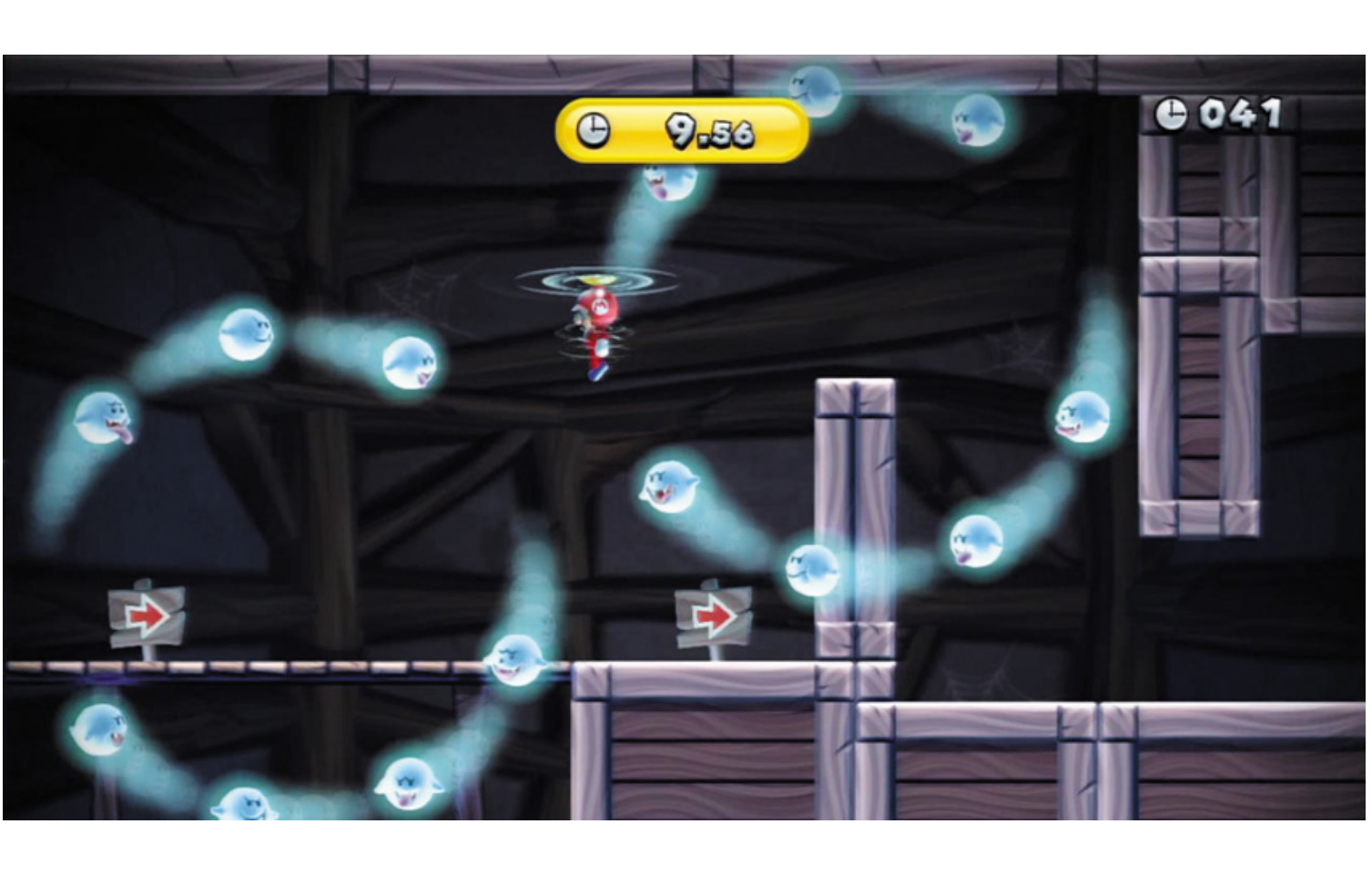
- Objective: Reach the goal in 65.00 or less.



Bounce off the Bullet Bills and other baddies as you dash through this snowy stage. The Scale Platforms add a little extra difficulty at certain areas as well. All in all, though, this is a fairly straightforward Time Attack dash—get in the zone and go for the Gold!

The Haunted Propeller	
Difficulty:	★★★★

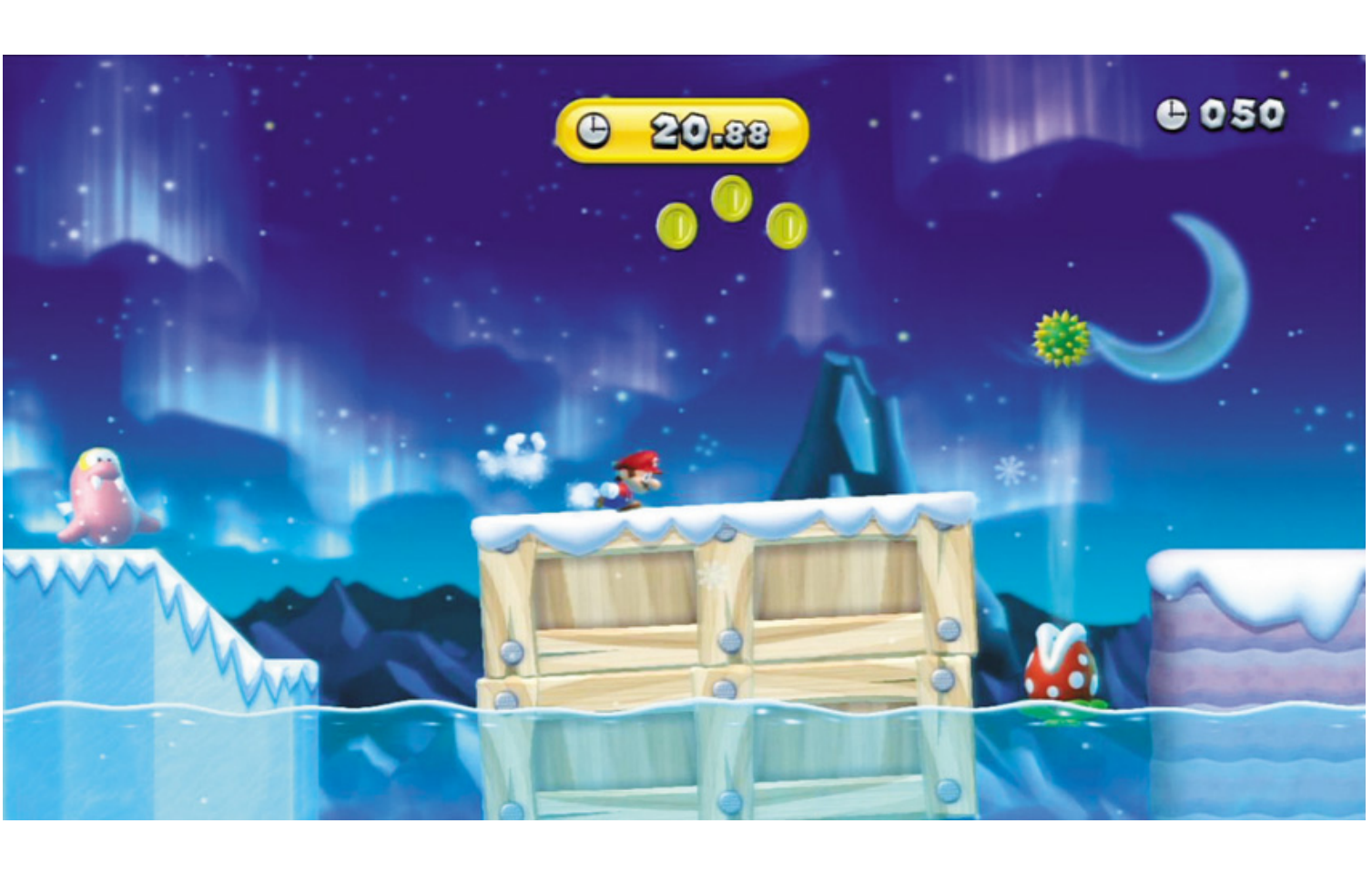
- Objective: Reach the Goal Ring in Propeller Mario form in 50.00 or less.



This haunted house is filled with rings of circling Boos, which present pesky obstacles for Propeller Mario. Aim to propel yourself through gaps between the Boos, and spin downward whenever possible to descend more quickly and reduce your midair hang times. You can't afford to touch even a single Boo, so slip through those gaps as you buzz toward the Goal Ring.

Fliprus Crossing	
Difficulty:	★★★★

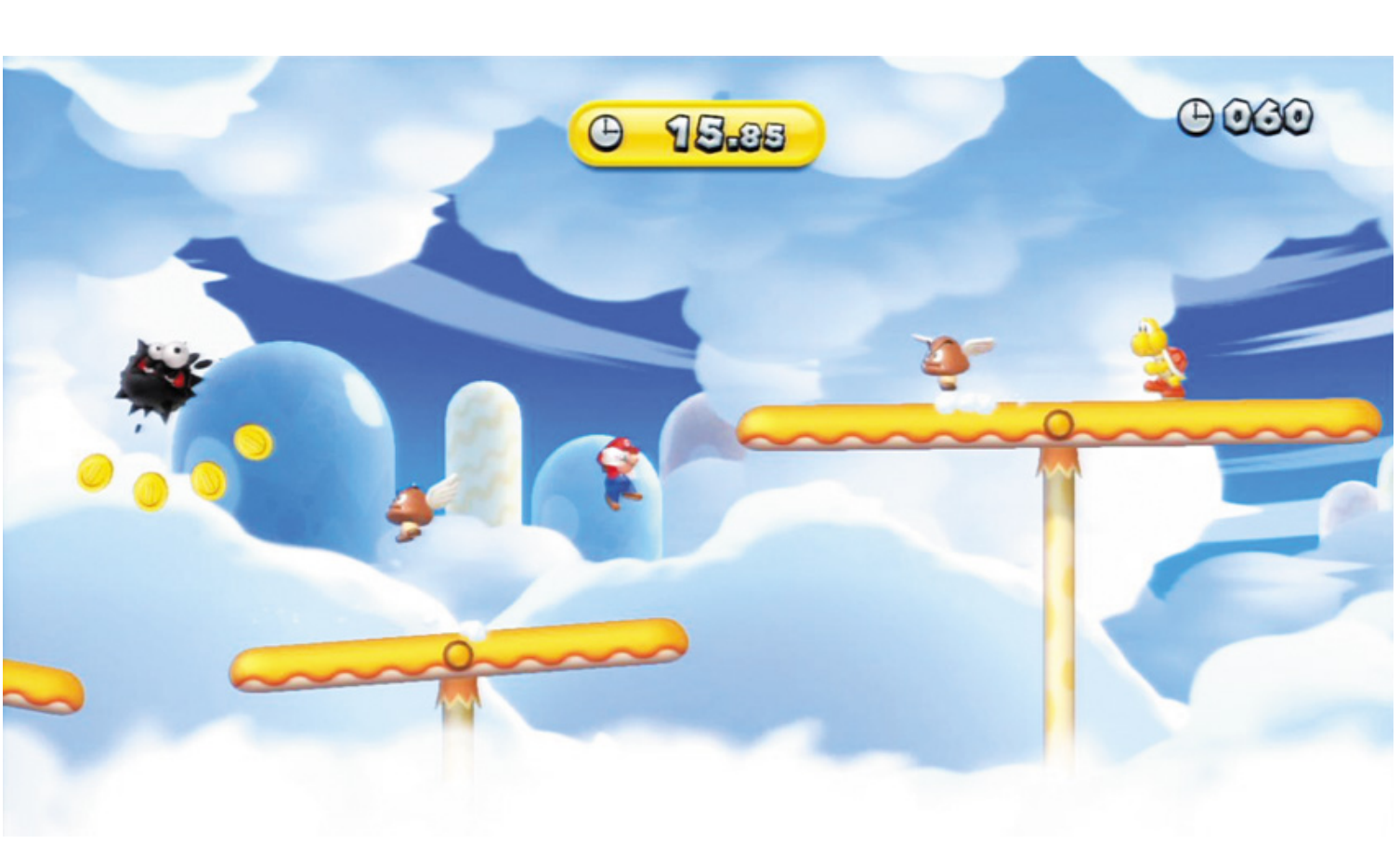
- Objective: Reach the goal in 70.00 or less.



This frosty frolic through Fliprus Lake is both fun and challenging. Dash straight past the Flipruses when they're jumping through the air, but beware of the snowballs they throw! Make shorter hops to pass between the River Piranha Plants and their prickly spores—it's risky, but it works. In fact, you can dash straight through this stage if you take advantage of these openings!

Rickety Sprint	
Difficulty:	★★★★

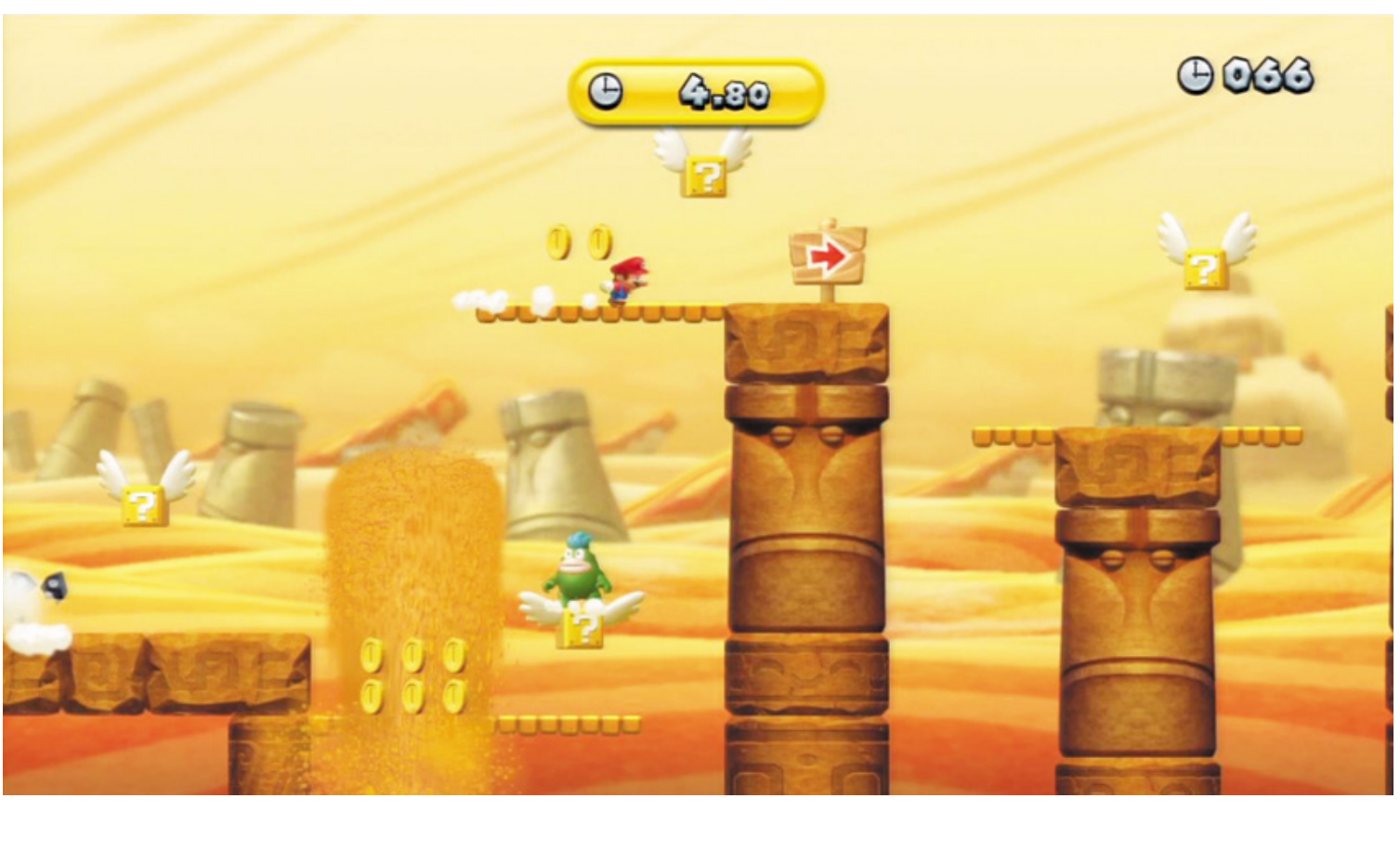
- Objective: Reach the goal in 75.00 or less.



This challenging Time Attack has you leaping between treacherous mushroom platforms high above the clouds. Enemies abound up here, including dangerous Piranha Plants that emerge from Pipes at the worst of times. Even Lakitu arrives to add to the chaos! You'll need to slow down at various points to slip past all of the obstacles, but you've got a little time to play with. Tailor your jumps carefully to slip past each threat on your way to the distant finish.

No-Cash Dash	
Difficulty:	★★★★

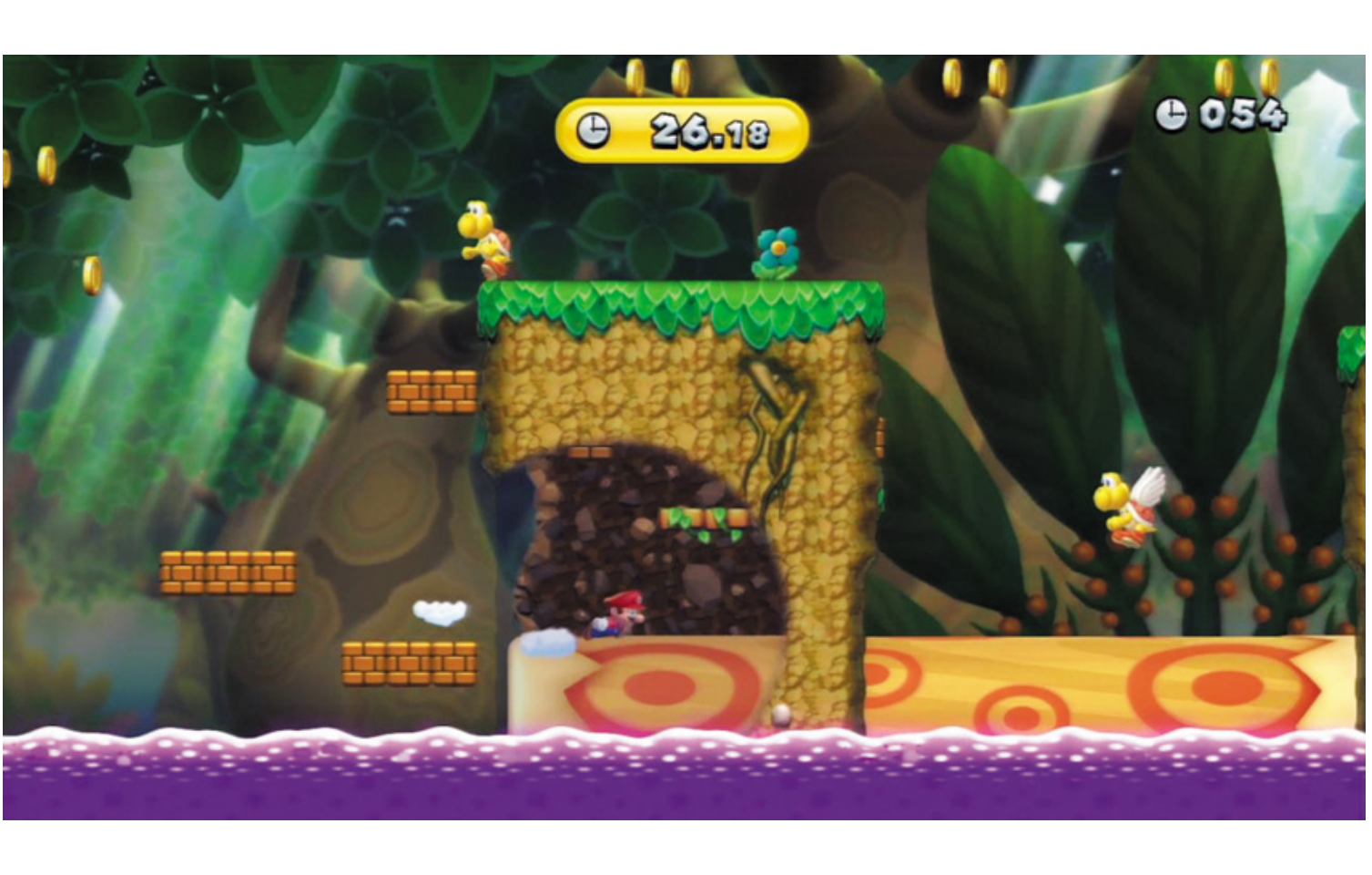
- Objective: Reach the goal in 70.00 or less without collecting a single Coin.



No Coins can be collected as you sprint through this tricky Time Attack. Luckily, Small Mario is wee enough to slip past many of them—for example, you can dash right past the first two Coins without fear of grabbing them. Be careful not to jump up and hit the many ? Blocks as you cruise through these dunes—you'll claim a game-ending Coin if you do!

Poison-Swamp Scramble	
Difficulty:	★★★★★

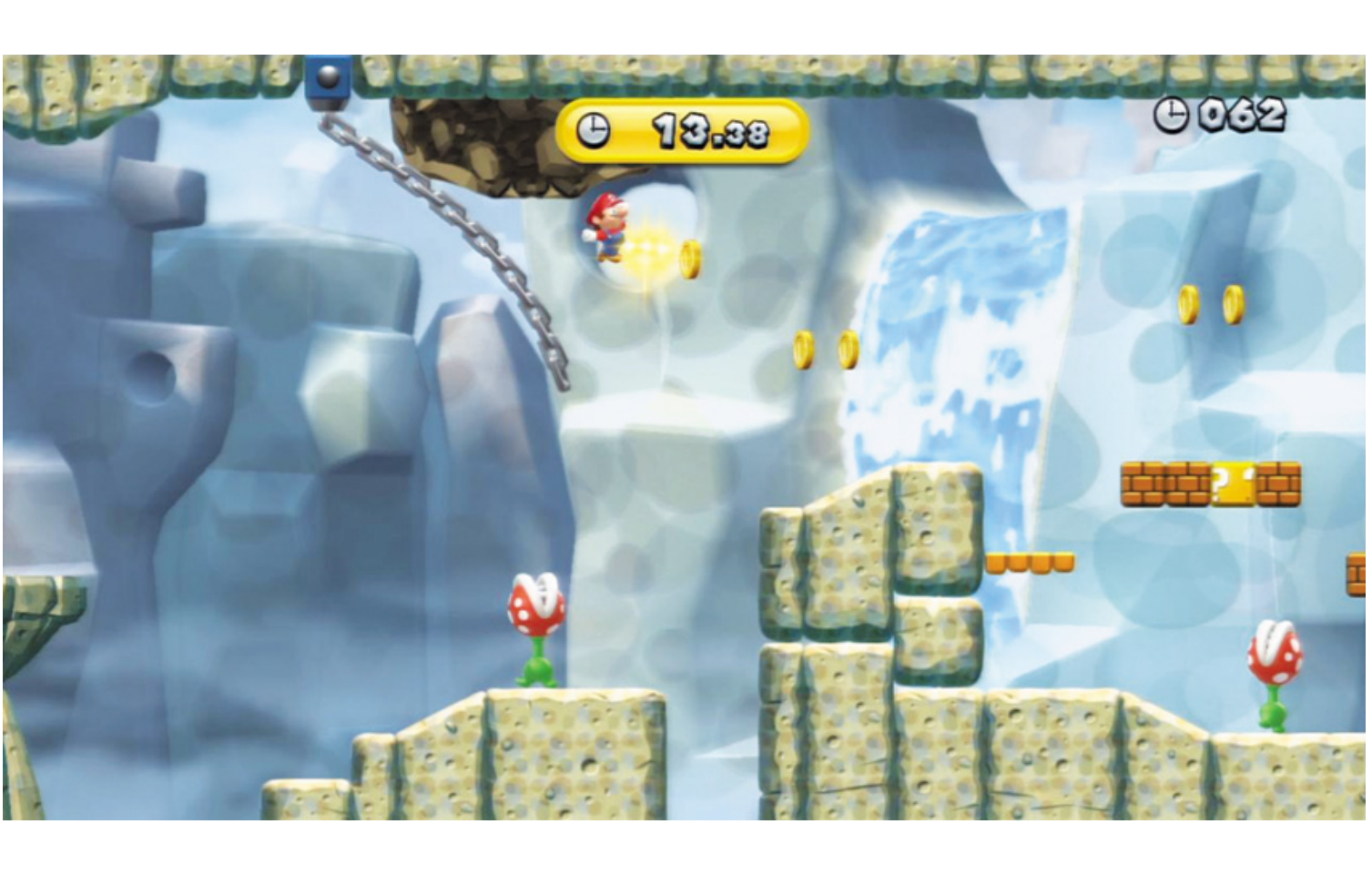
- Objective: Reach the goal in 80.00 or less.



The first five-star Time Attack has you scrambling through the Soda Jungle. Enemies are everywhere in this dangerous place, and the Poison Bog below you is a constant threat. Try to keep to the high ground, making good use of midair spins to help extend your jumps across the longer gaps. When you reach a set of moving Brick Blocks, sprint straight through the ledge ahead to pass into a secret passage that provides a sneaky shortcut!

Swing into Action	
Difficulty:	★★★★★

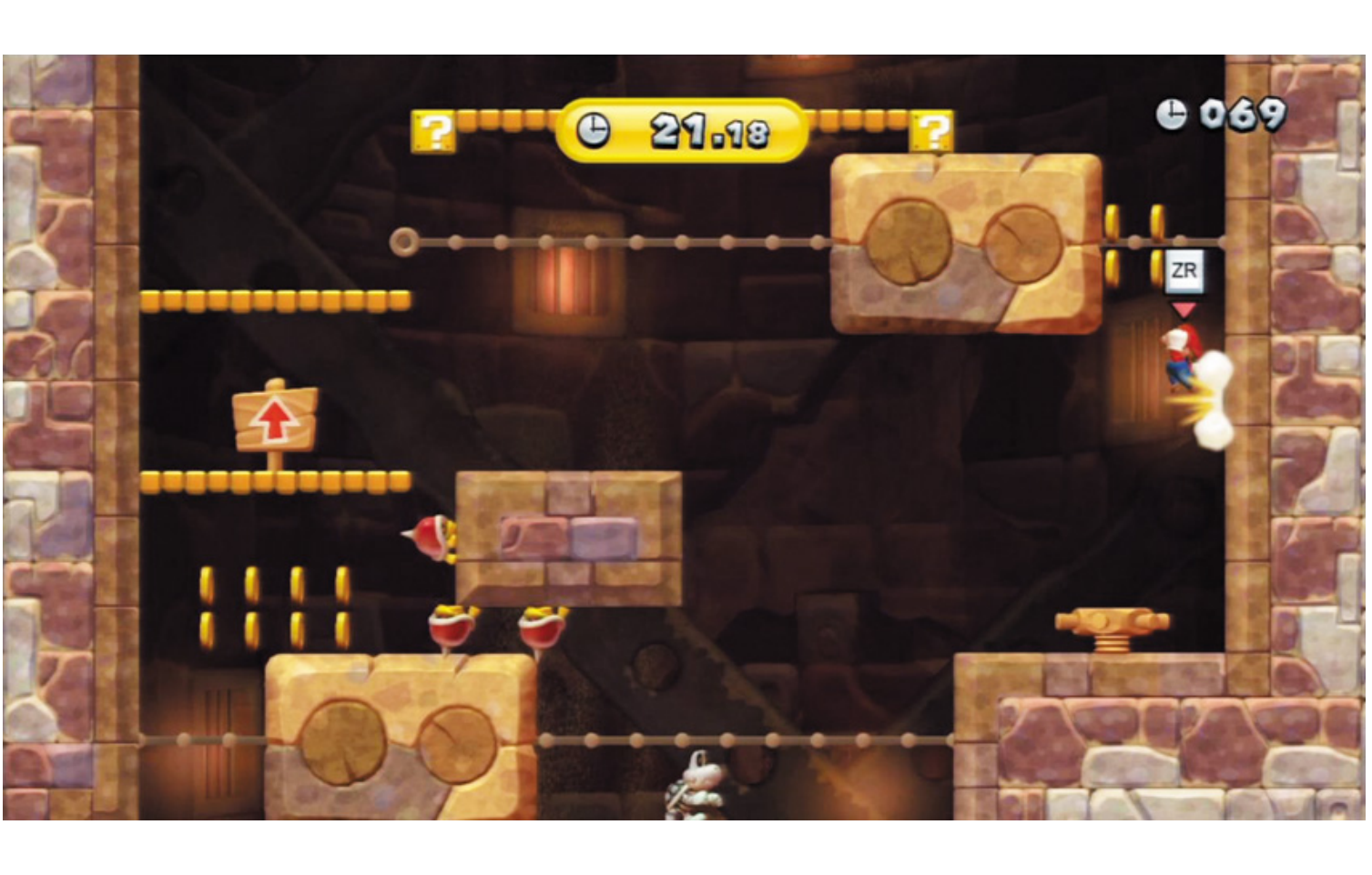
- Objective: Reach the goal in 75.00 or less.



Beware of the Stalking Piranha Plants as you bolt through this treacherous stretch of the Rock-Candy Mines. Quickly jump from each of the chains here to maintain momentum as you motor ever onward. When you reach the trio of chains, perform spin jumps to quickly move between them. Take a moment and use a Koopa shell to clear the final floating platforms of Stalking Piranha Plants, and you'll simplify your approach to the goal.

Stoneslide Tower Climb	
Difficulty:	★★★★★

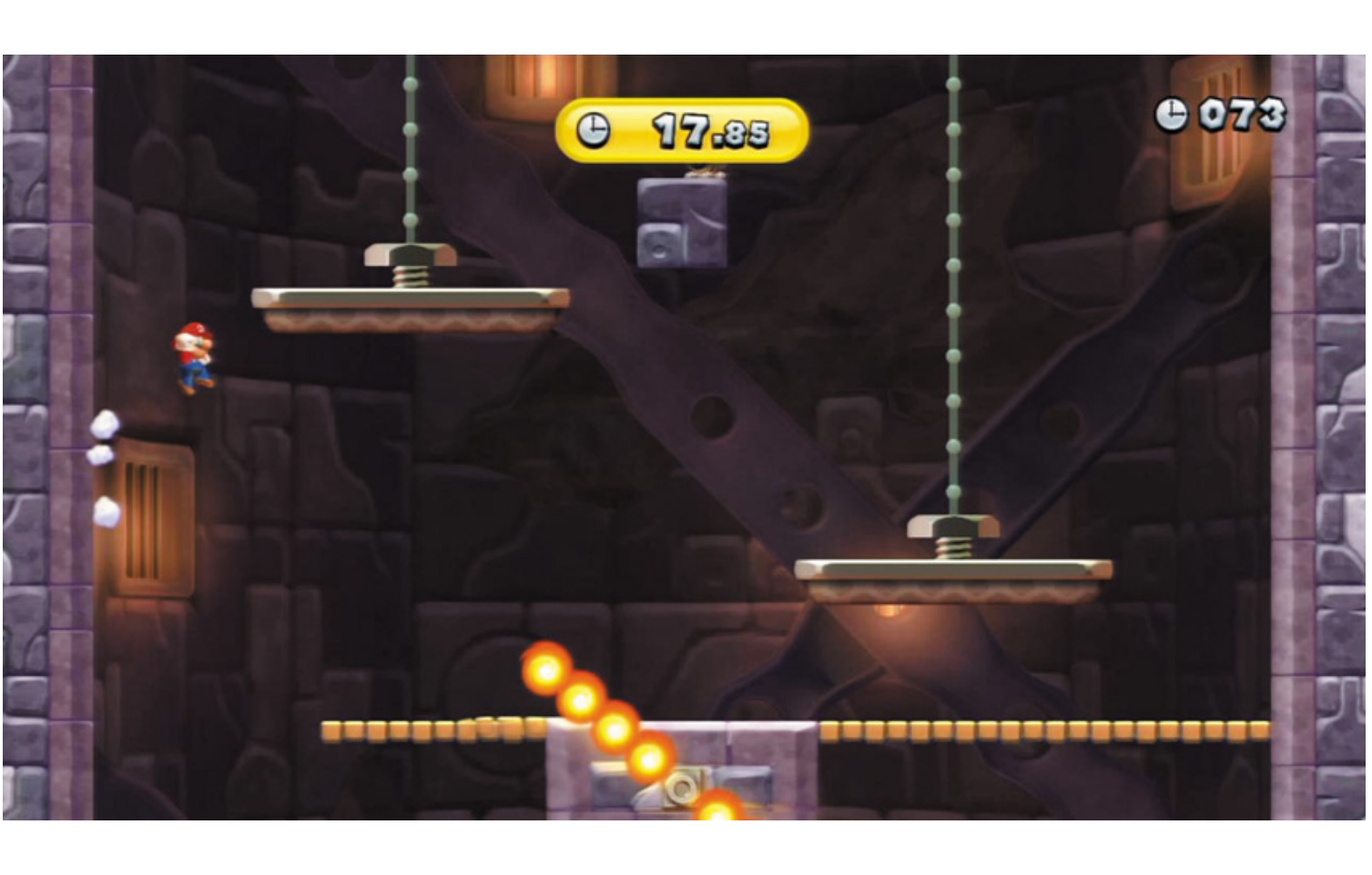
- Objective: Reach the Goal Ring in 90.00 or less.



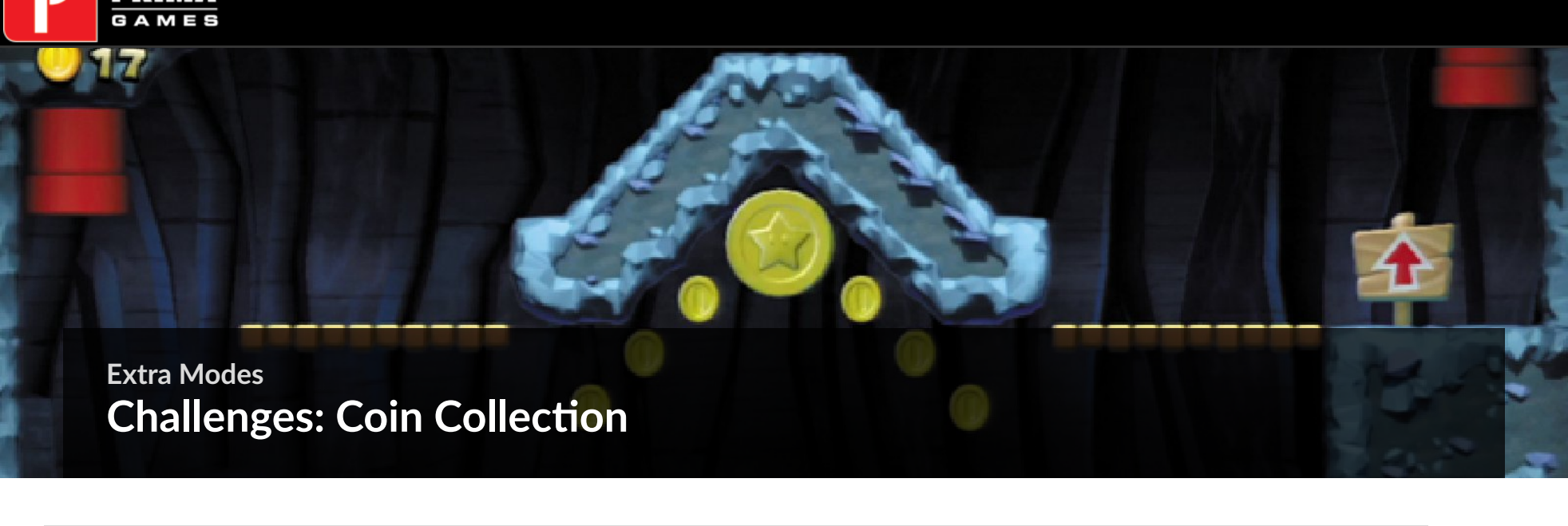
Maximize your speed with spins and wall jumps as you ascend this screwtop-filled tower. Perform a spin jump and land on the very first screwtop. It will automatically start spinning the moment you touch down—this will save you precious seconds as you bound up to the first Warp Pipe! You don't need to use every screwtop in the tower, mind you—in fact, you can skip past most of the rest, using wall jumps and midair spins to climb the tower with far greater speed!

Screwtop It Up	
Difficulty:	★★★★★

- Objective: Reach the Goal Ring in 90.00 or less.



Here's another super-challenging Time Attack in which you must climb a tall tower with the aid of Screwtop Platforms. Again, perform midair spins to start the Screwtop Platforms moving the moment you land on them. Don't ride the Screwtop Platforms to the end of their tracks, though—jump off as soon as you're within jumping range of the next ledge or platform. Ignore enemies and wall jump up the tower whenever possible to hasten your ascent to the Goal Ring.



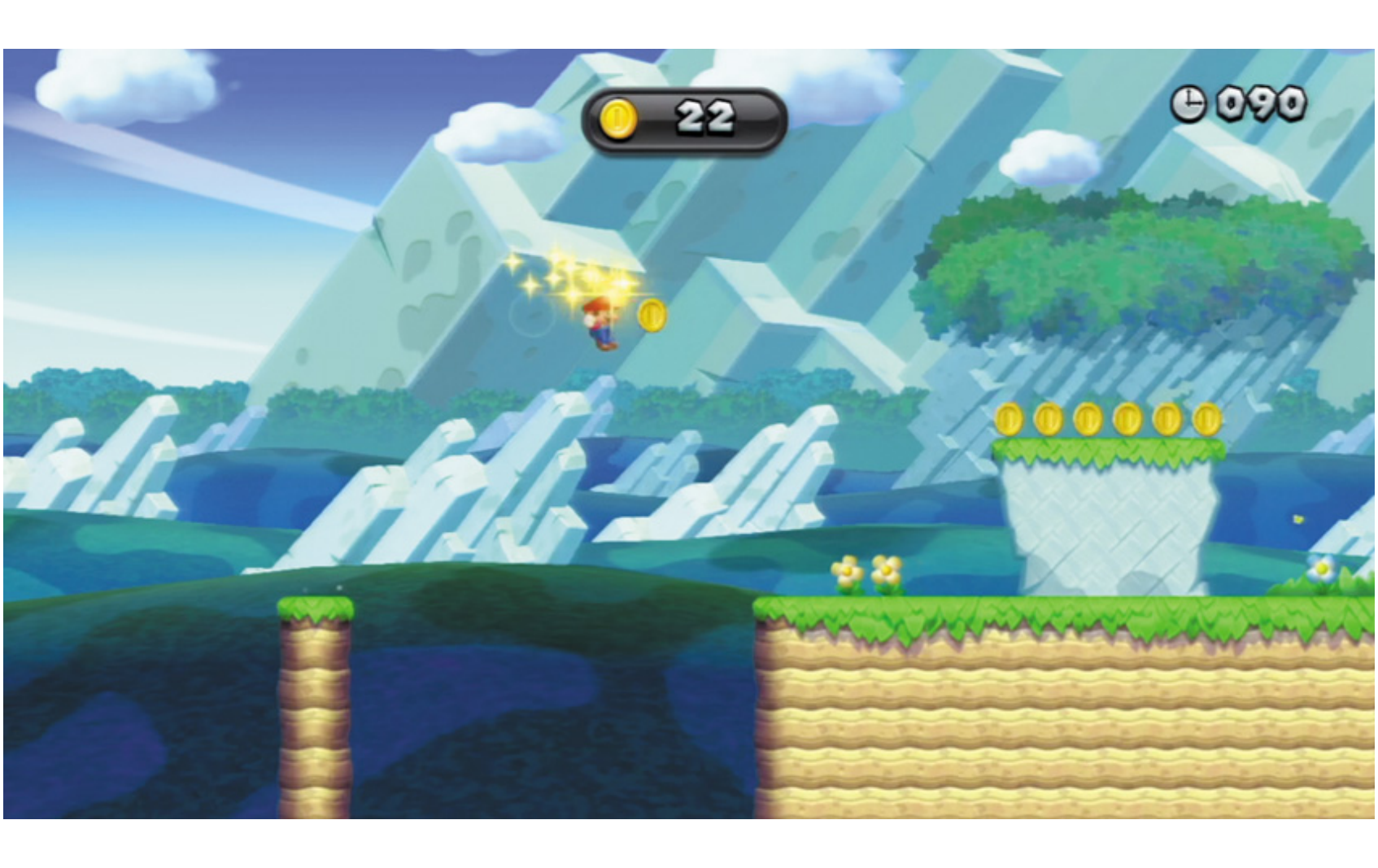
Extra Modes

Challenges: Coin Collection

Triple-Jump for Coins

Difficulty:	★

- Objective: Use the triple jump to collect Coins, and reach the goal.



The first Coin Collection Challenge eases you into the concept by tasking you with collecting at least 75 Coins as you dash through a straightforward course. Perform triple jumps by jumping the moment that you land from each jump. This will give you the height and distance you need to snag all of those high Coins!

Tip

Touch the Red Ring and collect all of the Red Coins that appear to maximize your score!

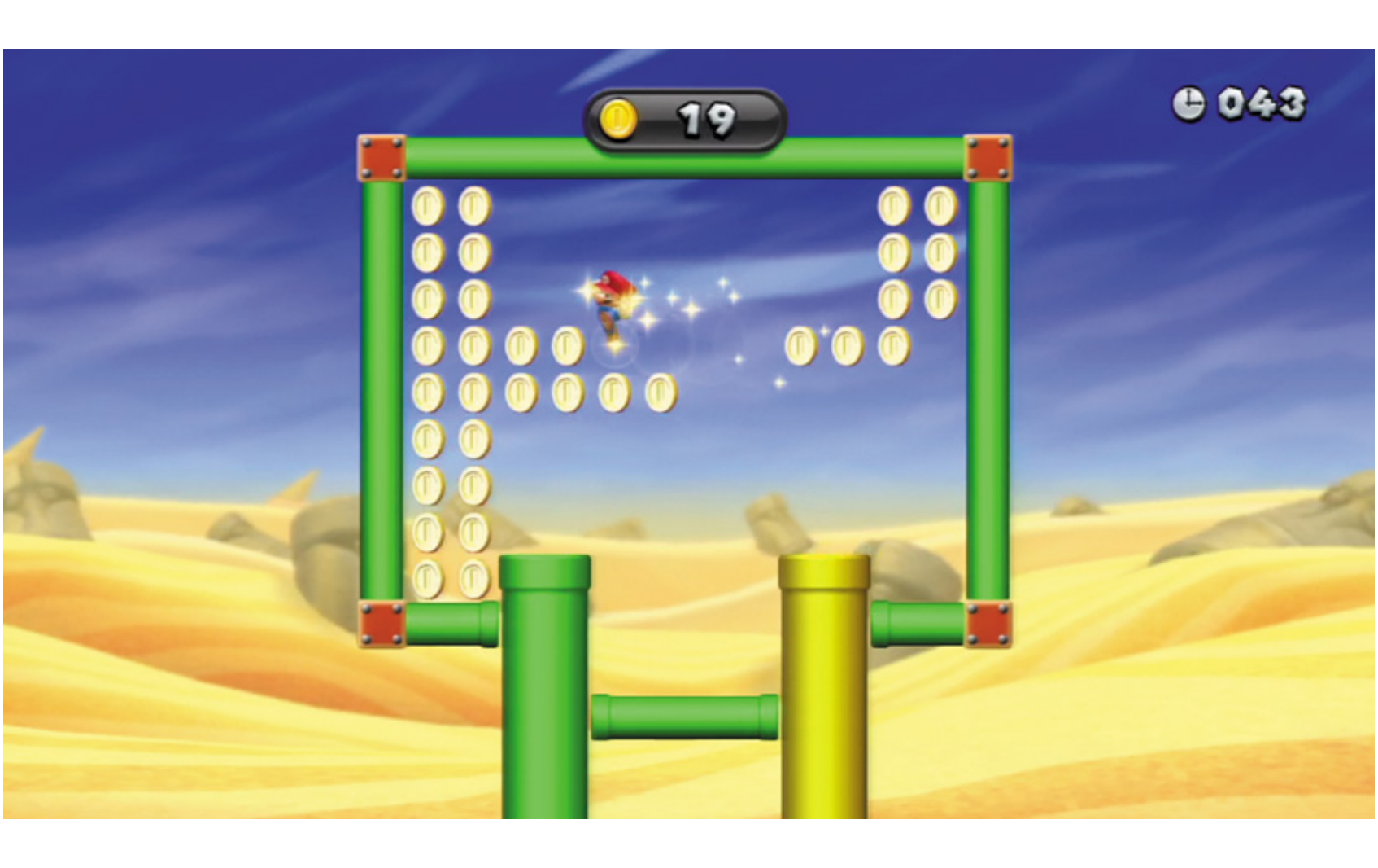
Caution

Though your objective usually involves collecting Coins in these Challenges, you must also be aware of your time limit. You've got to reach the goal before time expires!

Hot Hidden-Coin Hunt

Difficulty:	★

- Objective: Hit the P Switch, and collect the Coins. The Challenge ends when the P Switch's effect ends.



This swift Challenge asks you to collect at least 46 Coins as quickly as possible. Hit the central P Switch, then quickly wall jump up and grab all of those Coins! The Challenge ends when the P Switch's effect wears off, so just keep jumping around until at least 46 Coins are yours.

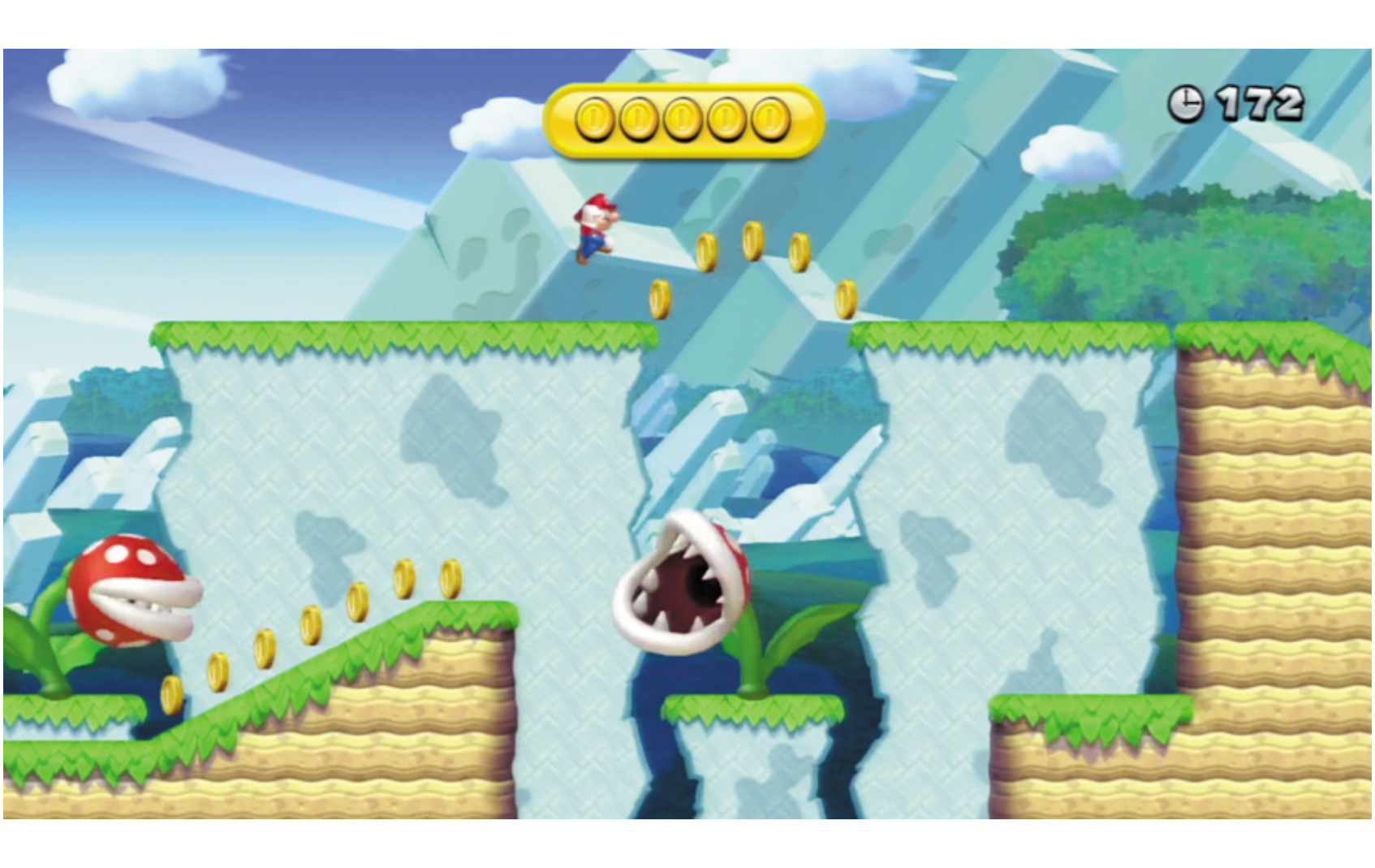
Tip

Wall jump up to the corners of the Challenge area, then drop straight down to quickly collect the majority of the Coins!

Stingy Big Piranha Plants

Difficulty:	★

- Objective: Reach the Goal Ring, collecting as few Coins as possible. The Challenge ends if you collect six or more Coins.

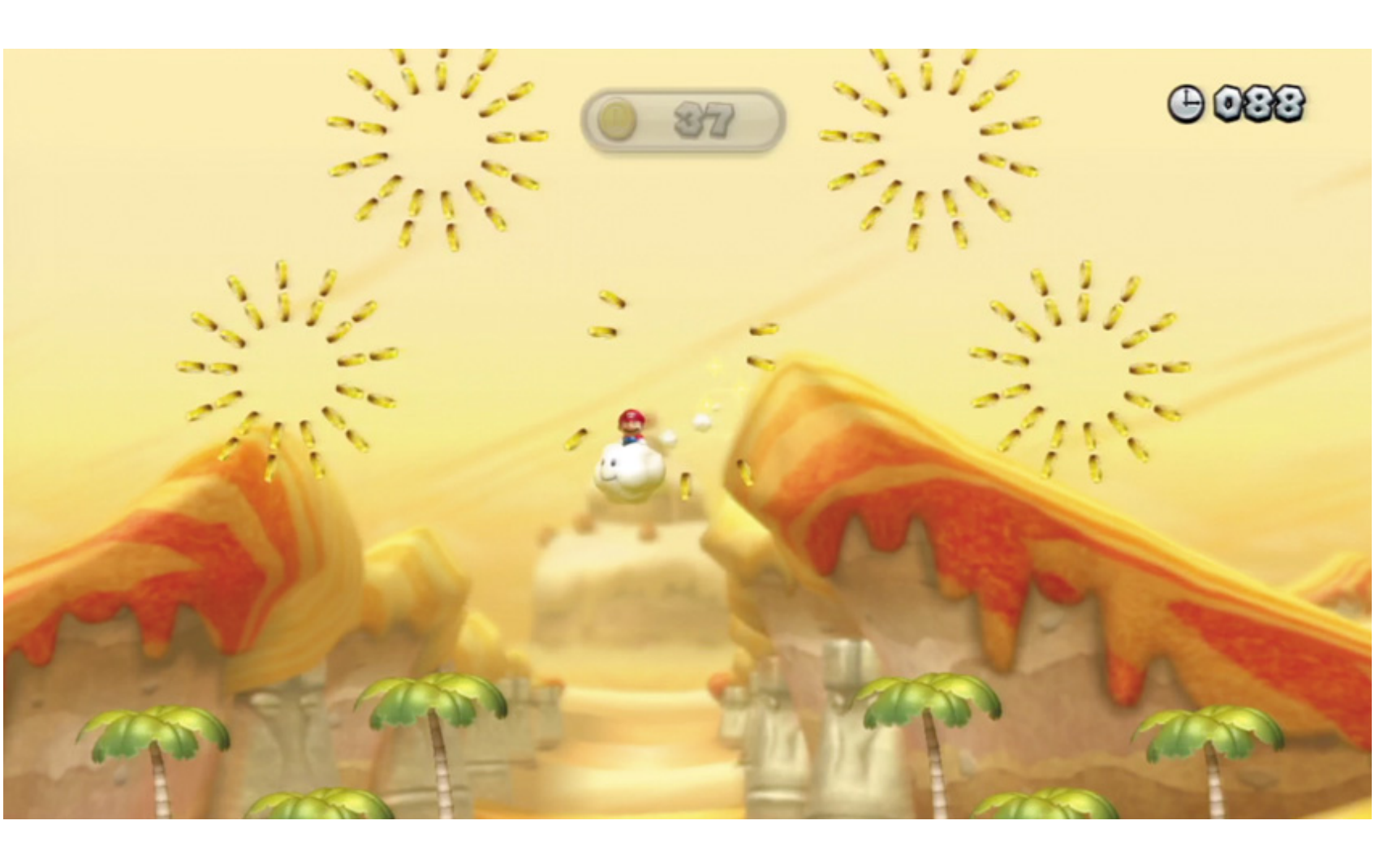


This Challenge puts a twist on the Coin Collection concept—this time, you must avoid Coins as you speed through the stage. You've got plenty of time to work with, so take it nice and slow whenever Coins are nearby, and wait for your chance to maneuver past them. Make shorter jumps to pass underneath Coins in some cases, and be sure you don't bump any ? Blocks—for once, you don't want their Coins!

Lakitu's Cloud Heist

Difficulty:	★★

- Objective: Commandeer Lakitu's cloud, and use it to collect Coins.

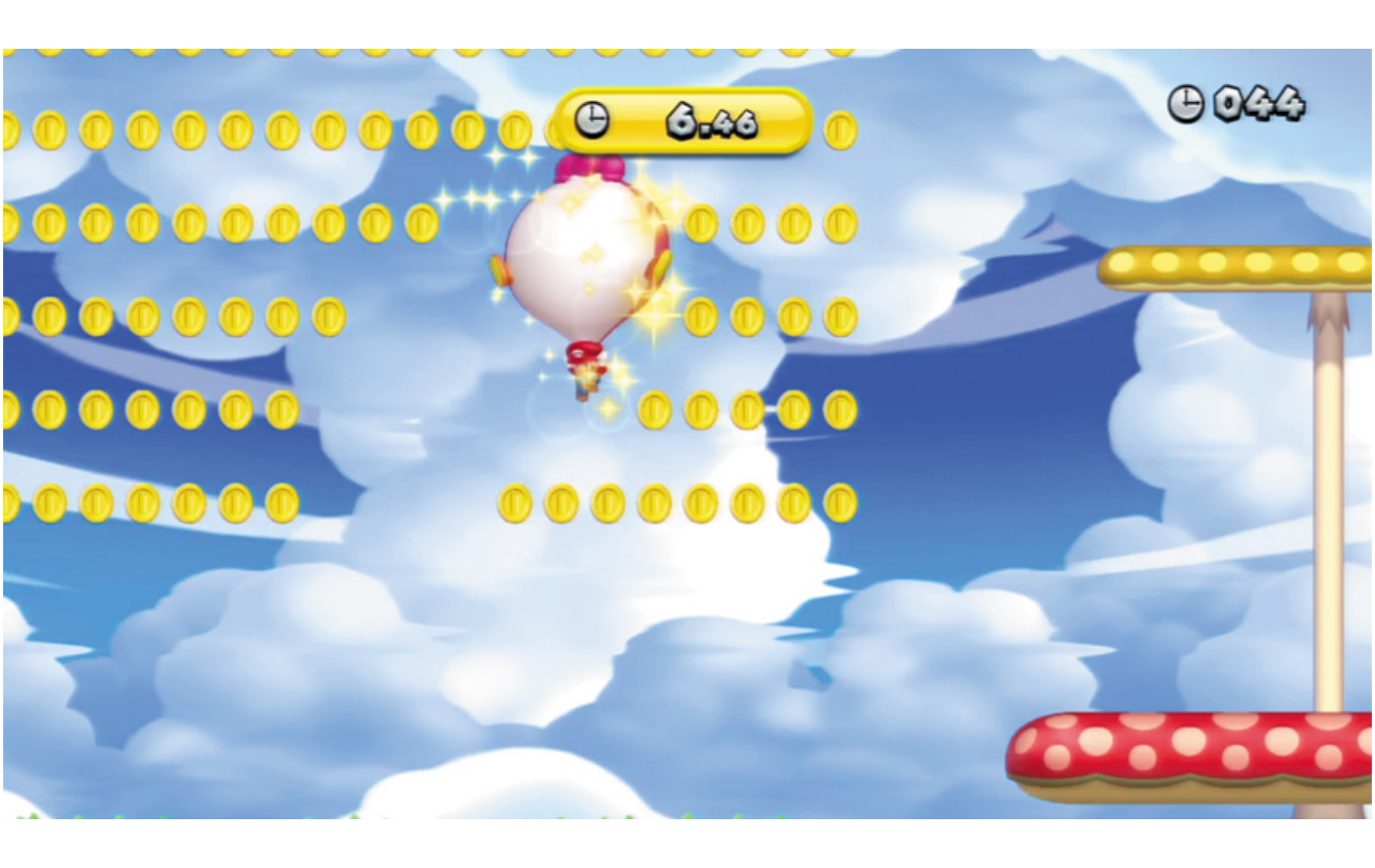


Jump onto a palm tree at the start of this Challenge, then leap up and stomp Lakitu so that you may steal his Cloud. The Challenge ends when Lakitu's cloud dissipates, so hurry up to those overhead Coin rings! Fly against the rotation of the Coins to collect them with greater speed, and try to float from one ring to the next, grabbing them all in one fluid motion.

Hot-Air Yoshi Ride

Difficulty:	★★

- Objective: Collect all the Coins in 50.00 or less.

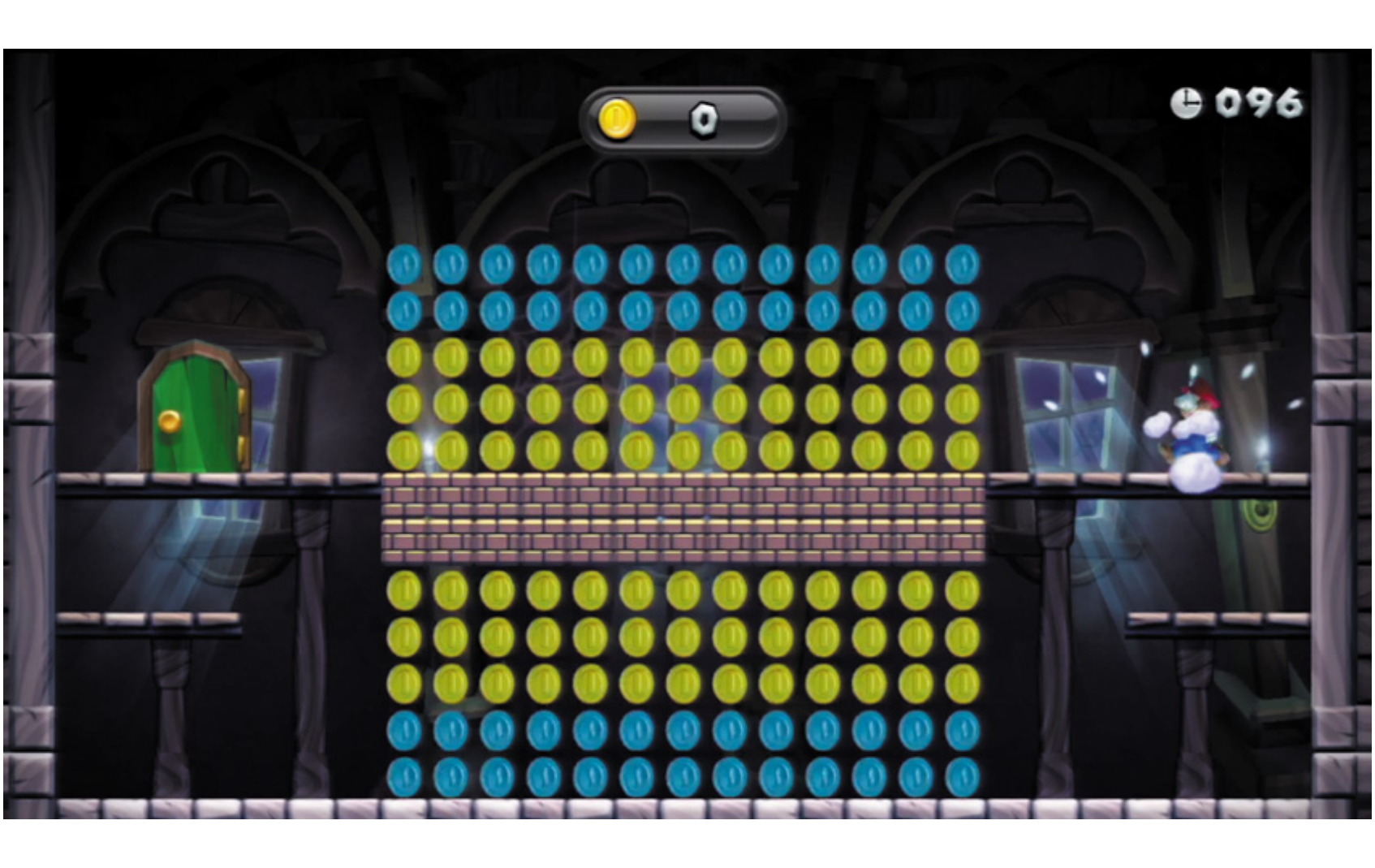


Use Balloon Baby Yoshi to collect a host of floating Coins in this swift Challenge. You've got to collect all of the Coins, so speed is the key here. Quickly float from one side to the other, aiming to snatch up three rows of Coins with each pass.

Ghost House Coin Curse

Difficulty:	★★

- Objective: Collect as many Coins as you can. The Challenge ends when there are no Coins left.

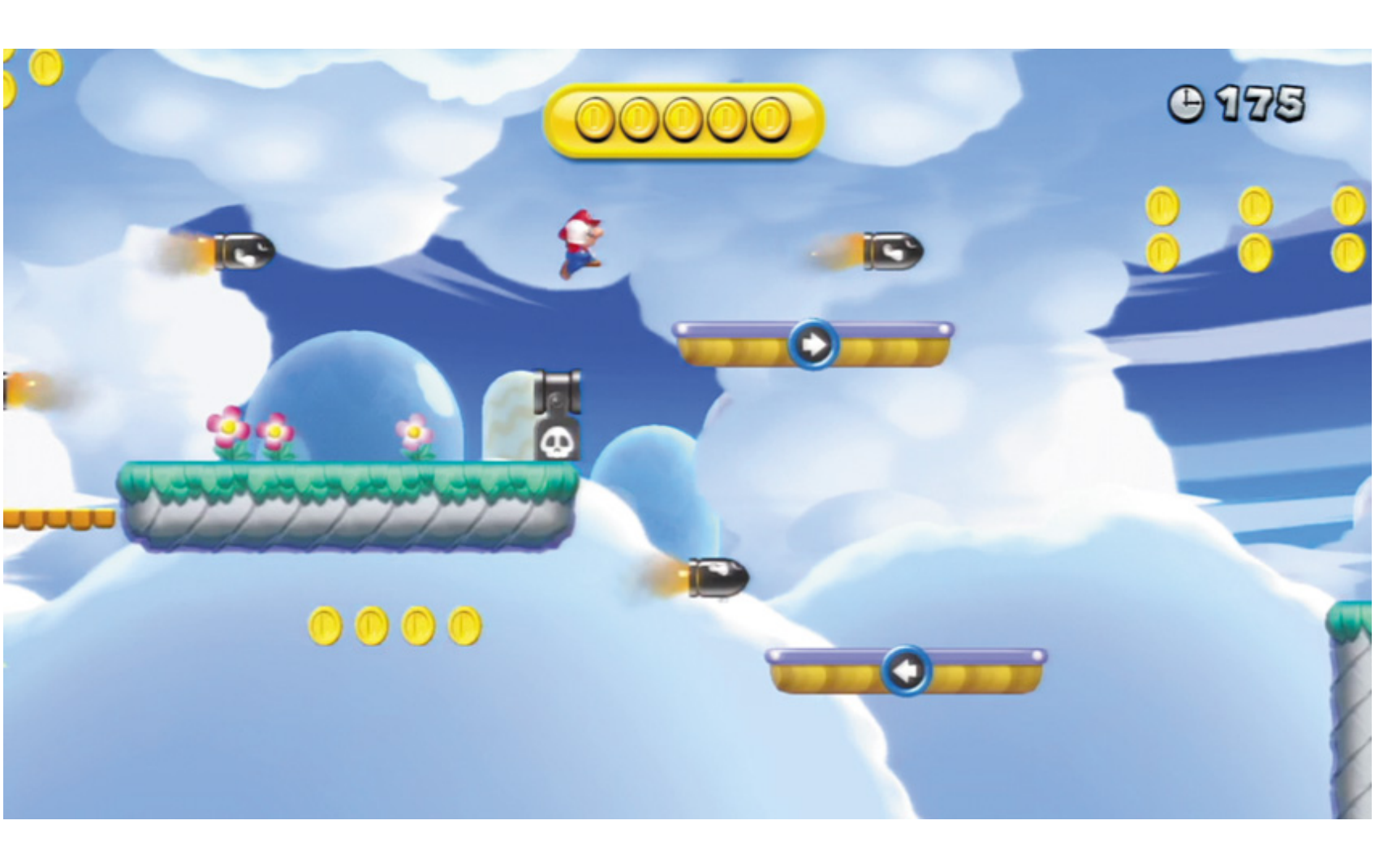


With the aid of a P Switch, you must collect at least 135 Coins to clear this Challenge. Jump over and hit the P Switch, then quickly collect all of the top Coins. Ground pound through the central Brick Blocks afterward and grab all of the Coins below before the P Switch's effect wears off. Then, simply snatch up the middle Coins to ensure that you get to 135!

Perilous Coin Dodge

Difficulty:	★★★

- Objective: Reach the Goal Ring, collecting as few Coins as possible. The Challenge ends if you collect six or more Coins.

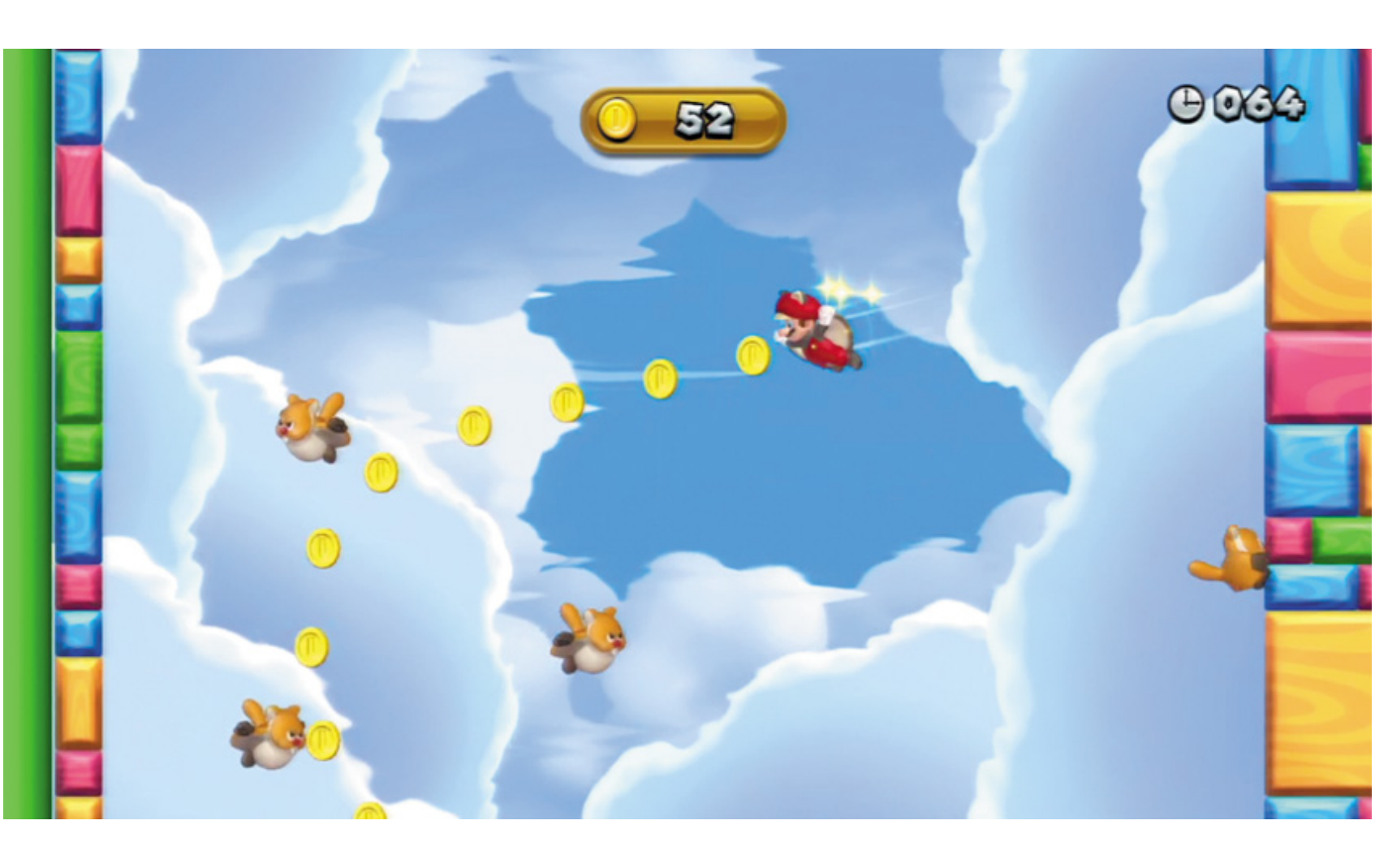


Here's another tricky Challenge that asks you to avoid collecting Coins as you make your way toward the goal. Use short hops or spin jumps to slip beneath the curved Coins that often get in your way, such as the very first four Coins you encounter. Bouncing off Bullet Bills can also help you avoid Coins, especially toward the end. Take your time and keep the midair spin trick in mind as you steadily make your way through the stage.

Waddlewing Wipeout

Difficulty:	★★★

- Objective: Defeat every Waddlewing and collect at least 40 Coins. The Challenge ends if you touch the ground before you defeat all of the Waddlewings.

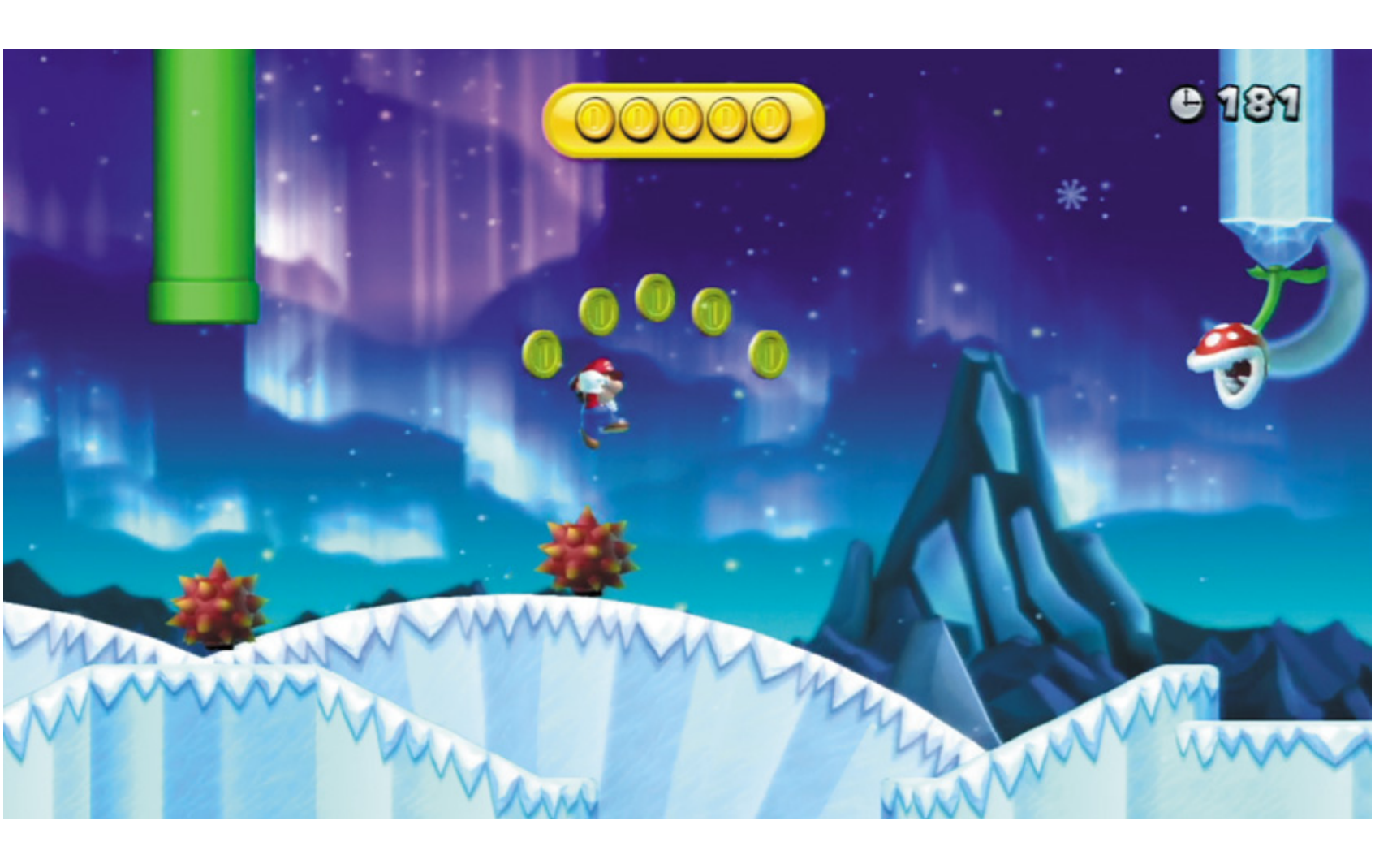


As Flying Squirrel Mario, glide back and fourth as you descend in this colorful area, collecting as many Coins as you can. Of course, it's more important that you stomp every Waddlewing on your way down, so don't worry if you miss a few Coins here and there. You can always bounce off the next Waddlewing to gain some extra height and try for any Coins you may have missed!

Prickly Goomba's Coinless Run

Difficulty:	★★★

- Objective: Reach the goal, collecting as few Coins as possible. The Challenge ends if you collect six or more Coins.

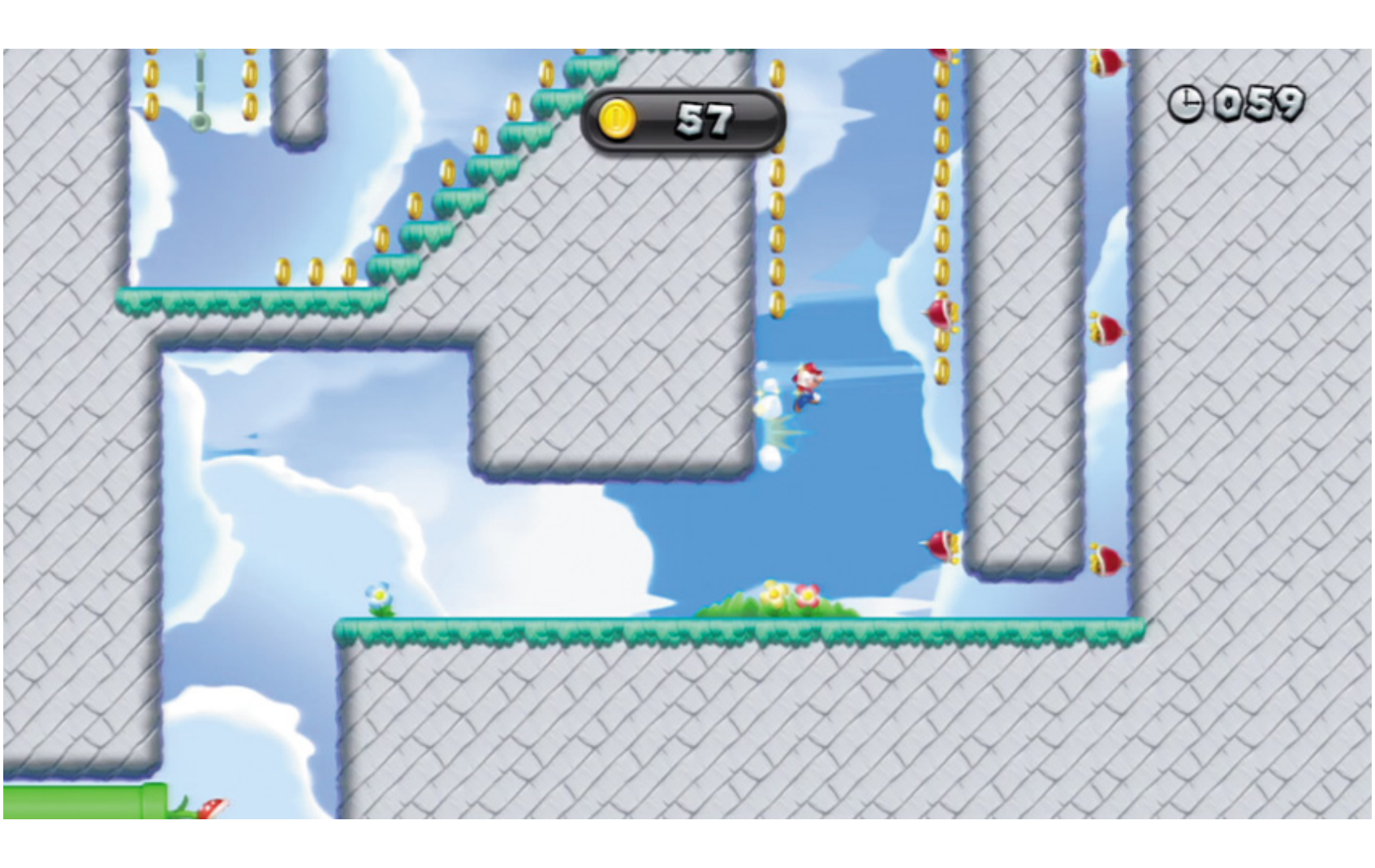


This Coinless Run is the toughest one yet! Perform short spin jumps as you've done before to slip beneath the lower-hanging Coins. At certain points, it's helpful to allow the Fire Piranha Plants to burn away the Prickly Goombas' outer shell so you may bounce off the Goombas and bound past other Coins.

200 Clifftop Coins

Difficulty:	★★★

- Objective: Collect as many Coins as you can and reach the goal.



Wall jump your way up this vertical stage, grabbing as many Coins as possible. Be careful to avoid the Piranha Plants, Spike Tops, and Fuzzies as you go. You need at least 160 Coins, so slide down the walls and grab any Coins you may have skipped. Just don't waste too much time going back for loose Coins, or you'll never reach the goal!

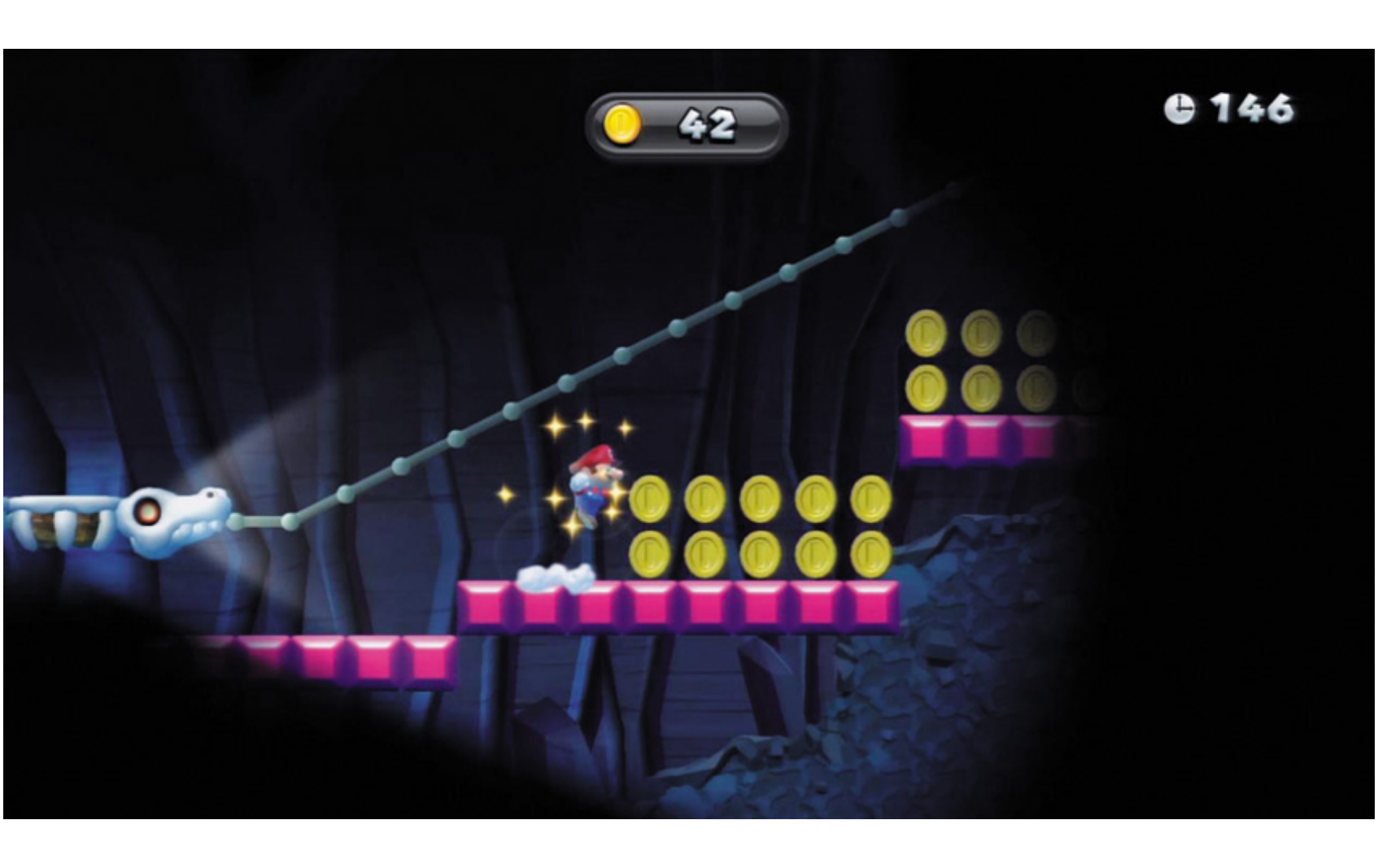
Tip

If you're having trouble timing your wall jumps, try waiting until you see Mario grab onto the wall before making your jump.

Dark Dark Coaster

Difficulty:	★★★

- Objective: Collect as many Coins as you can and reach the goal.

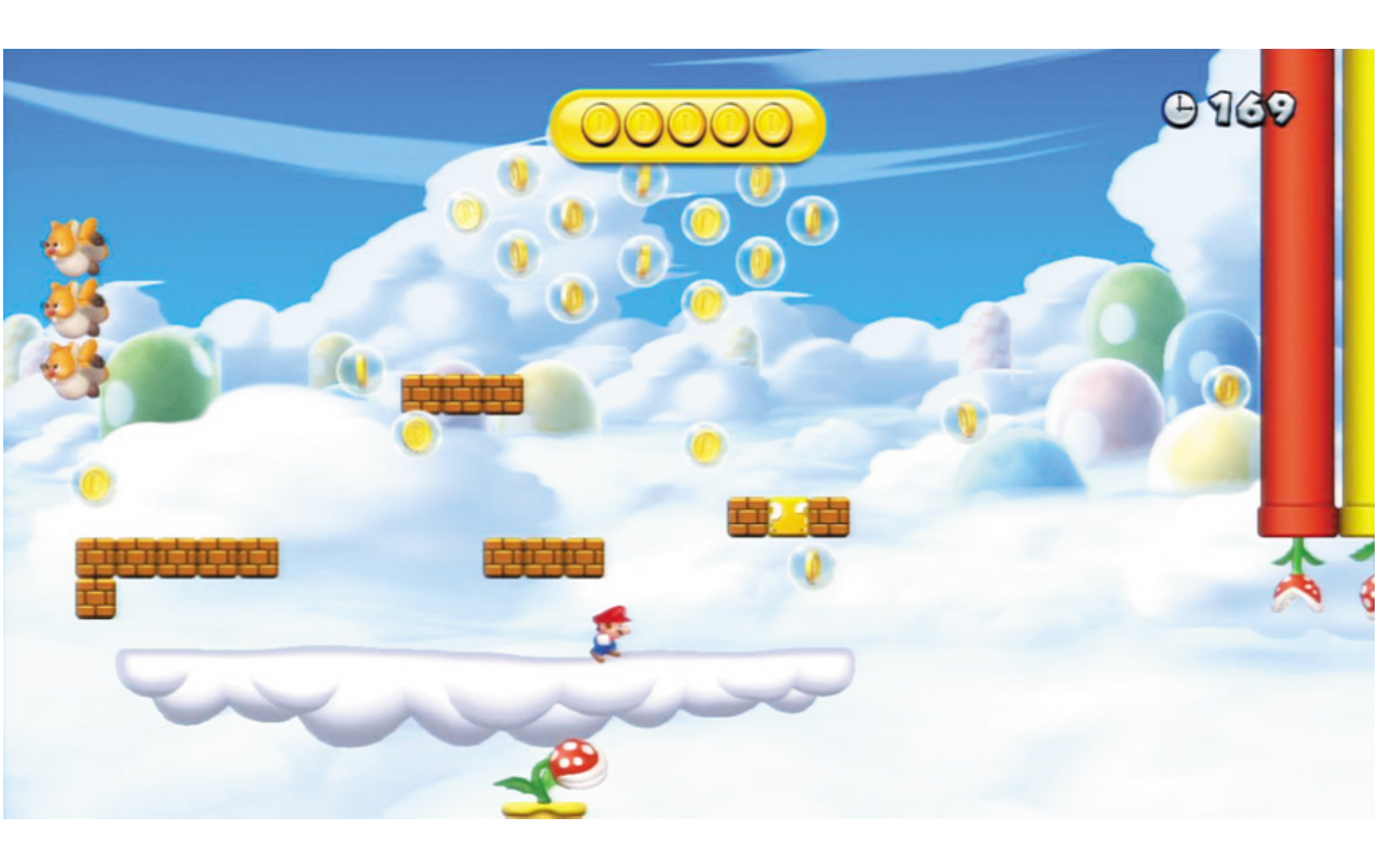


You must grab at least 150 Coins as you ride the Spine Coaster around this shadowy stage. Hit the Red Ring to make extra Red Coins appear, and be sure to hit the overhead ? Switch beyond so that you may collect many more vital Coins. Try to hit the ? Blocks you see to obtain Super Stars as well—the stage will be illuminated while Mario has Star power, which helps you see those precious Coins coming!

Cloud Top Coin Evasion

Difficulty:	★★★

- Objective: Reach the goal, collecting as few Coins as possible. The Challenge ends if you collect six or more Coins.

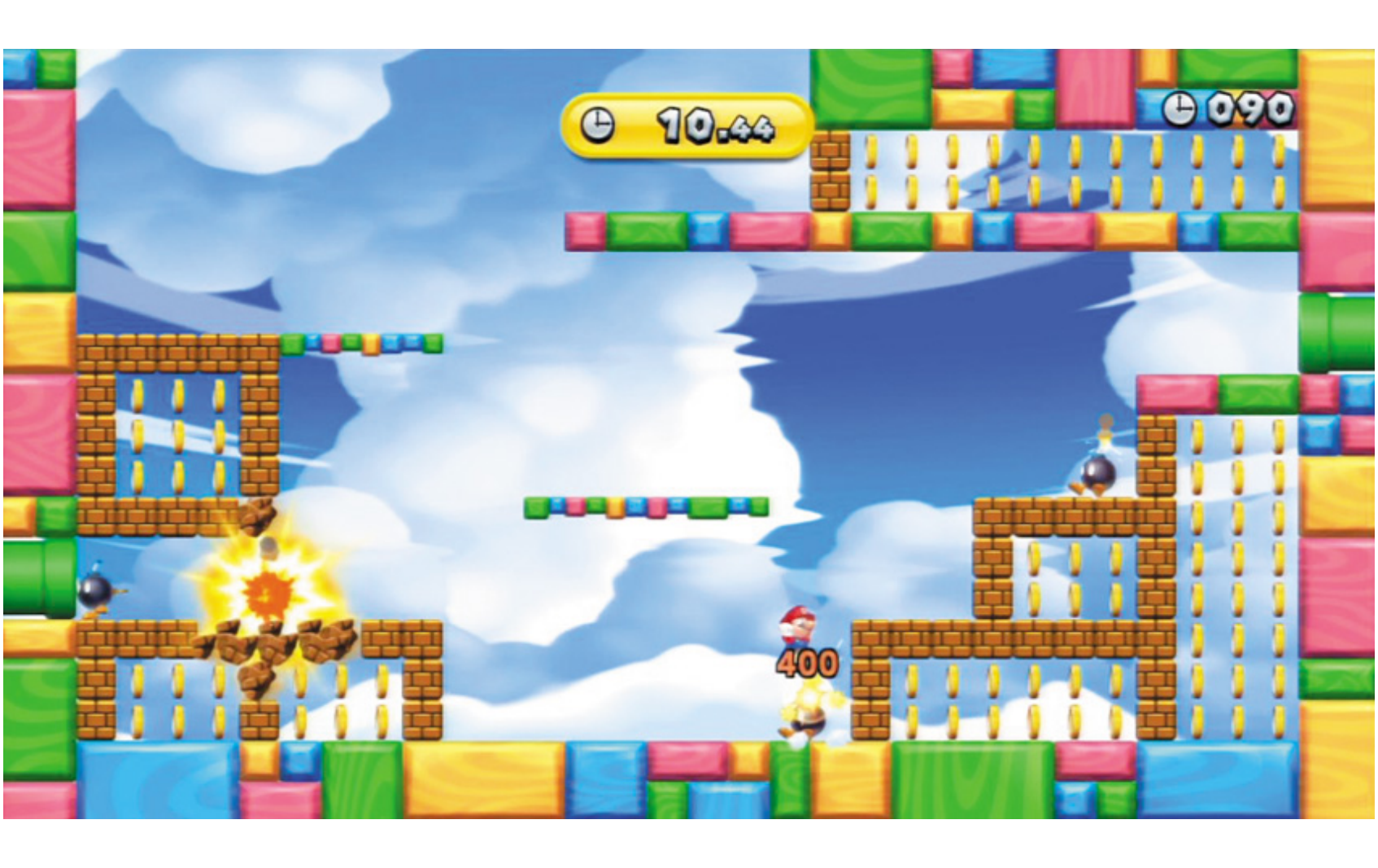


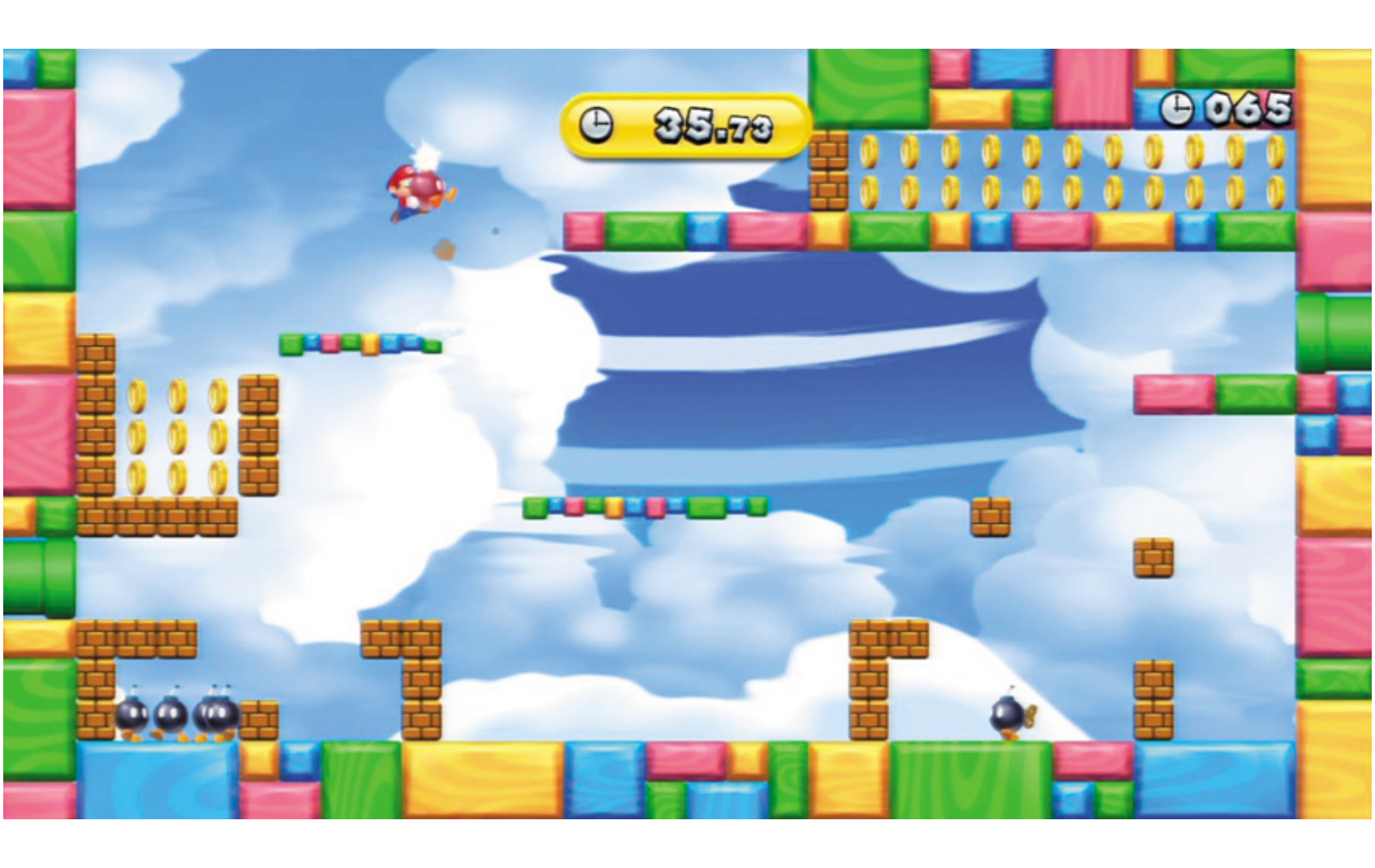
Patience and spin jumps are your two best friends in this trying Challenge, for many floating Coins must be avoided. Take it nice and easy, and allow the Coins to drift away, or wait for Brick Blocks to appear that can help you slip past them. You don't want to stray too far from the Cloud Lift, but you've got to slow down at times if you wish to slip past all the Coins on your way to the finish.

Attack of the Bob-ombs

Difficulty:	★★★★

- Objective: Collect the Coins in 100.00 or less.





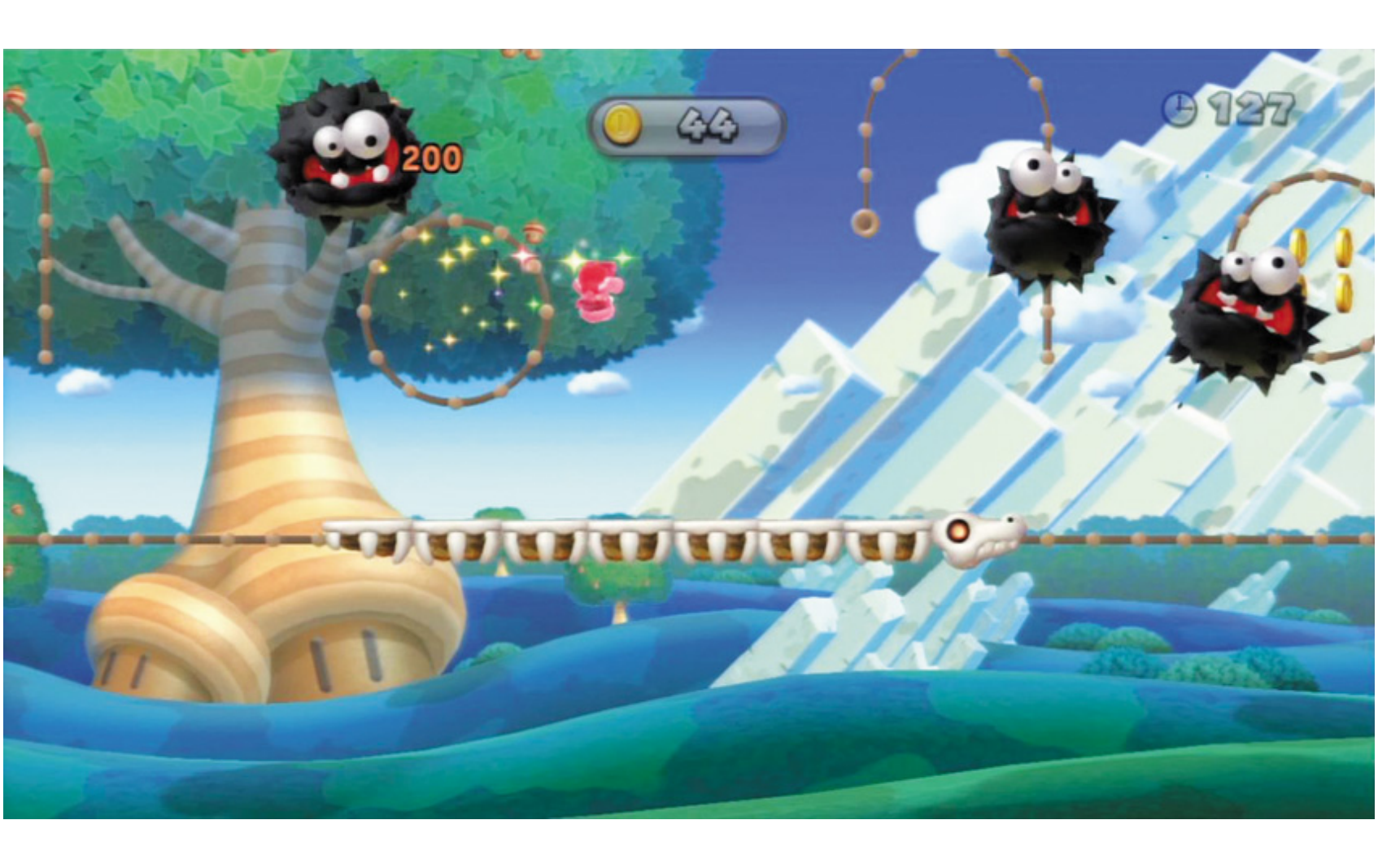
There are many ways to use the Bob-ombs to your advantage and collect all of the Coins on this tricky stage. Here's one method:

- Hurry and stun the first Bob-omb on the left so that when it explodes, it destroys enough Brick Blocks to allow you access to all of the lower-left Coins.
- Don't wait around for that first Bob-omb to erupt. Instead, leap over and stun the second Bob-omb on the right, so that it will explode near the top of the right Brick Blocks.
- Again, don't wait for the Bob-omb to blow. Instead, drop and stun the lower Bob-omb on the right, then quickly toss it up onto the upper-left Brick Blocks.
- Now go after the lower-left Coins, followed by all the Coins you can reach on the right.
- As you collect the Coins on the right, stun the Bob-ombs that are piling up nearby. Wait for these Bob-ombs to erupt, then collect the remainder of the Coins on the right (except for the ones way up high).
- Stun the nearest Bob-omb next, and toss it up close to the top-right Brick Blocks.
- Collect the upper-left Coins as you wait for the final Bob-omb to explode, then leap up to the final row of Coins up high on the right. Whew!

Spine Coaster Coin Cruise

Difficulty:	★★★★

- Objective: Collect as many Coins as you can, and reach the goal.

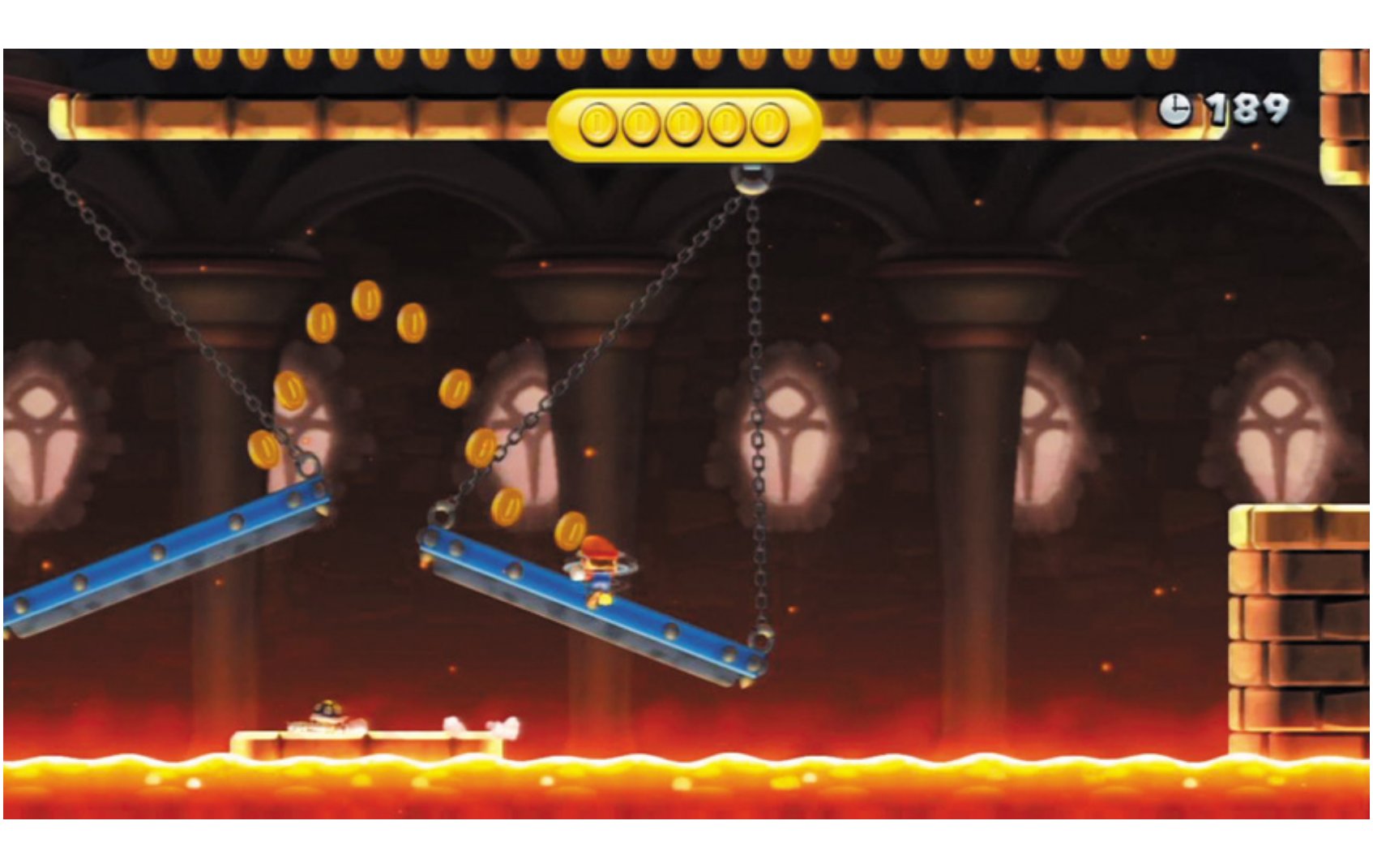


Here's another Spine Coaster ride in which your goal is to collect at least 120 Coins. Grab the first few Coins, and go ahead and claim the Super Mushroom from the ? Block as well—you'll need it! Snag more Coins as you ride the Spine Coaster, allowing certain Coins to float up into an easier position for collection. If you can, try to collect the Fire Flower and Super Star from the ? Blocks that follow—you'll then be able to defeat Fuzzies and collect the Coins they guard. You also score a Coin each time you defeat a Fuzzy with fireballs, so fry all that you can!

Castle Coin Bypass

Difficulty:	★★★★★

- Objective: Reach the goal, collecting as few Coins as possible. The Challenge ends if you collect six or more Coins.

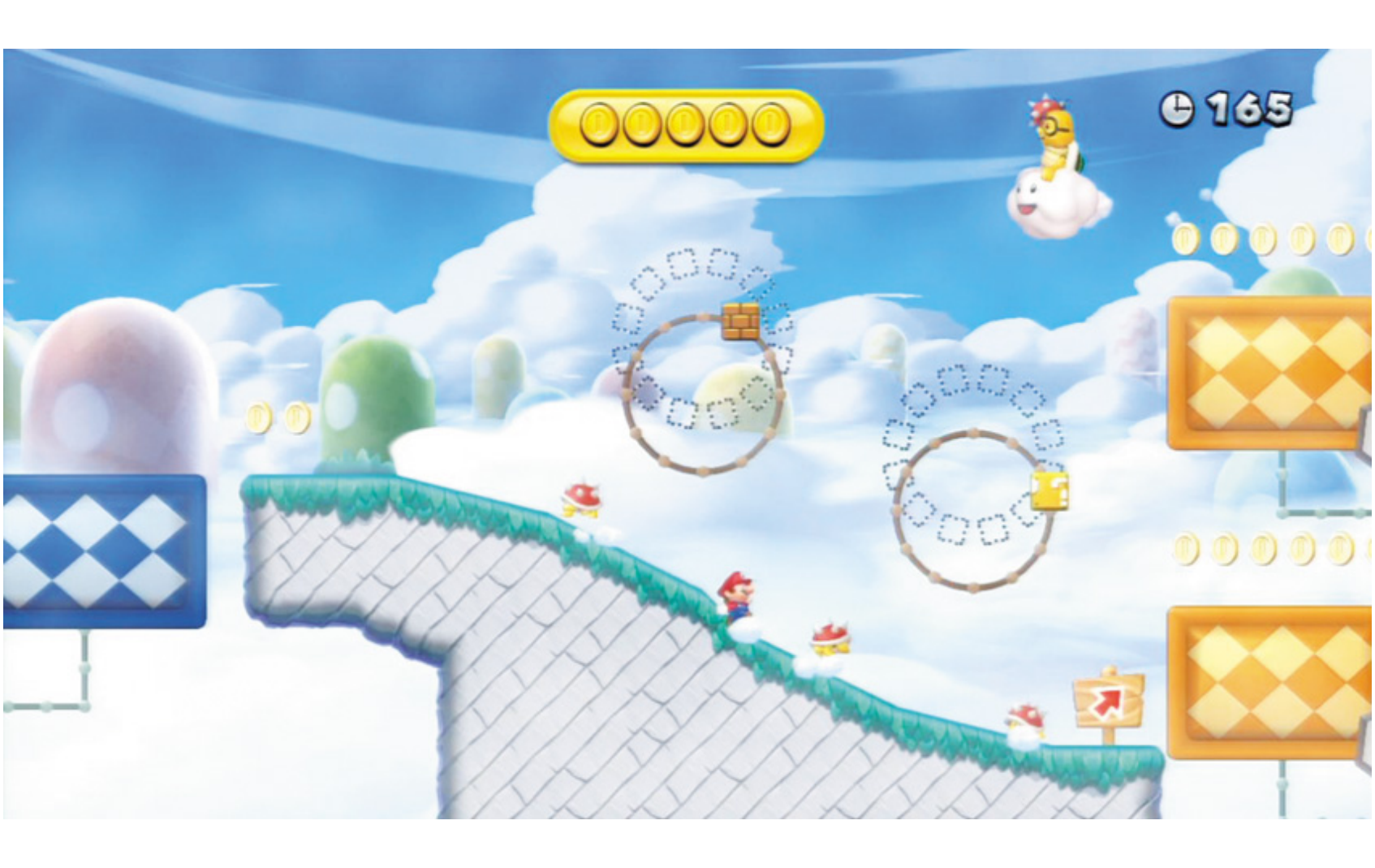


This difficult Challenge asks you to maneuver through a treacherous, lava-filled castle without collecting too many Coins. You'll need to be creative here, using tiny spin jumps to slip under Coins, as well as midair spins that extend your longer jumps over Coin clusters. Take your time near swinging platforms and wait for them to move into ideal positions before making your moves. Spinning is the secret to success here!

Don't. Touch. Anything.

Difficulty:	★★★★★

- Objective: Reach the goal, but don't hurt enemies or collect Coins! The Challenge ends if you collect six or more Coins.



The final Coin Collection is a skill-stretching Challenge in which you must navigate a lengthy stage without harming any enemies or collecting too many Coins. This Challenge becomes increasingly chaotic when Lakitu arrives and begins raining enemies down on you. Use spins as needed to help you slip past each threat and avoid every Coin on your way toward the remote goal!

Tip

Remember that Small Mario can run underneath floating rows of Coins!

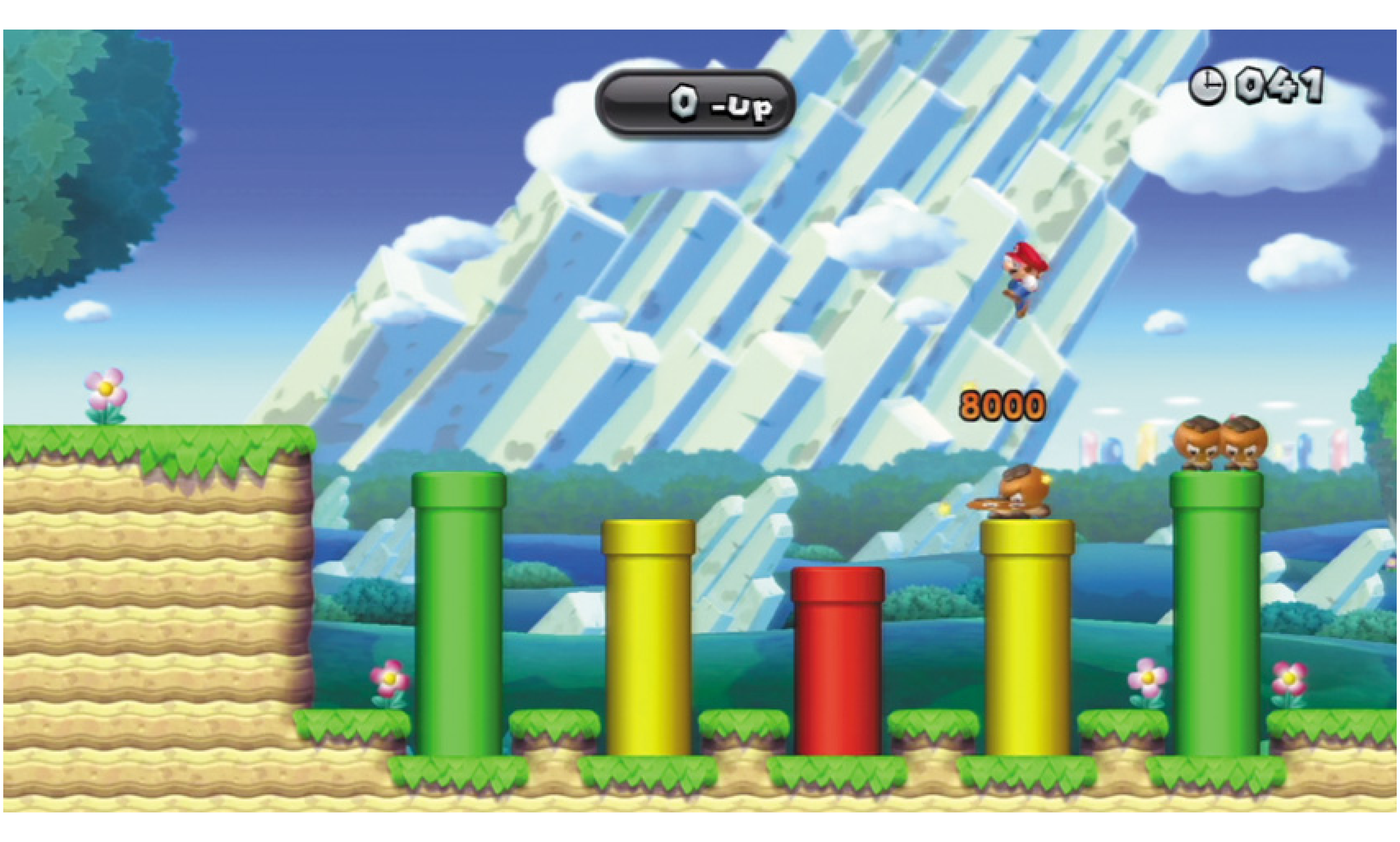
Extra Modes

Challenges: 1-Up Rally

The Goombrat Stomp

Difficulty:	★

- Objective: Jump on the Goombrats without touching the ground to earn 1-Ups.

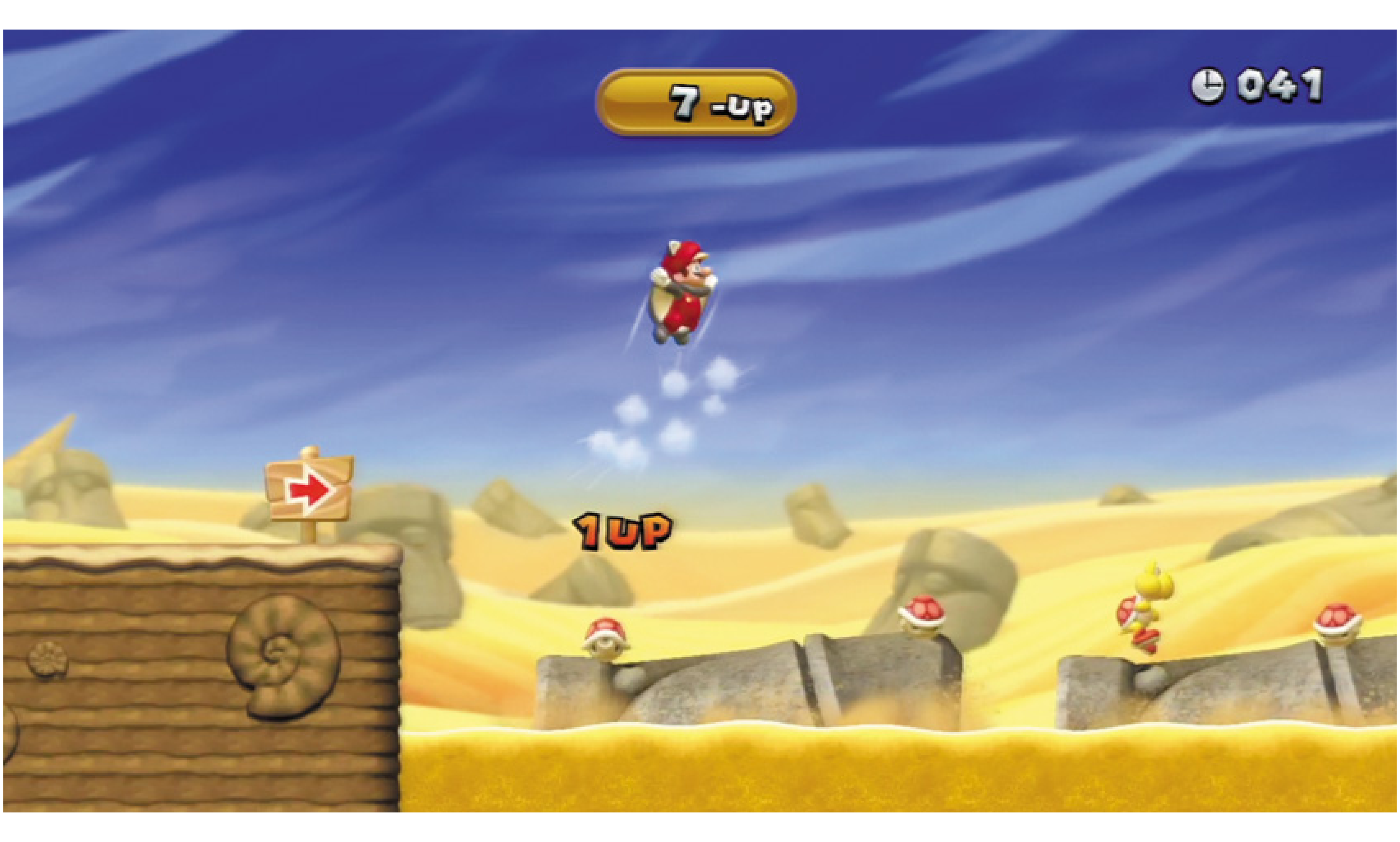


1-Up Rallies test your ability to earn 1-Ups in unique and creative ways. The first Challenge is easy and fun—simply hold the jump button as you stomp the Goombrats, bouncing off each foe and stomping the next one in line. Keep it up until you score at least one 1-Up, and you'll complete this easy Challenge. Stomp all of the Goombrats without touching the ground to score the Gold!

Stone-Eye Koopas

Difficulty:	★

- Objective: Jump on enemies without touching the ground to earn 1-Ups.



More space between the enemies makes matters more challenging in the second 1-Up Rally. Fortunately, you have the aid of Flying Squirrel Mario in this Challenge. As before, hold the jump button to bounce off the enemies—they're Koopas this time. Glide and perform flying squirrel jumps as needed to maintain loft as you look to land on the next Koopa. Don't defeat the Koopas, mind you—just stun them and then move on to the others. Allow the Koopas to recover, and you can keep on bouncing until time runs out!

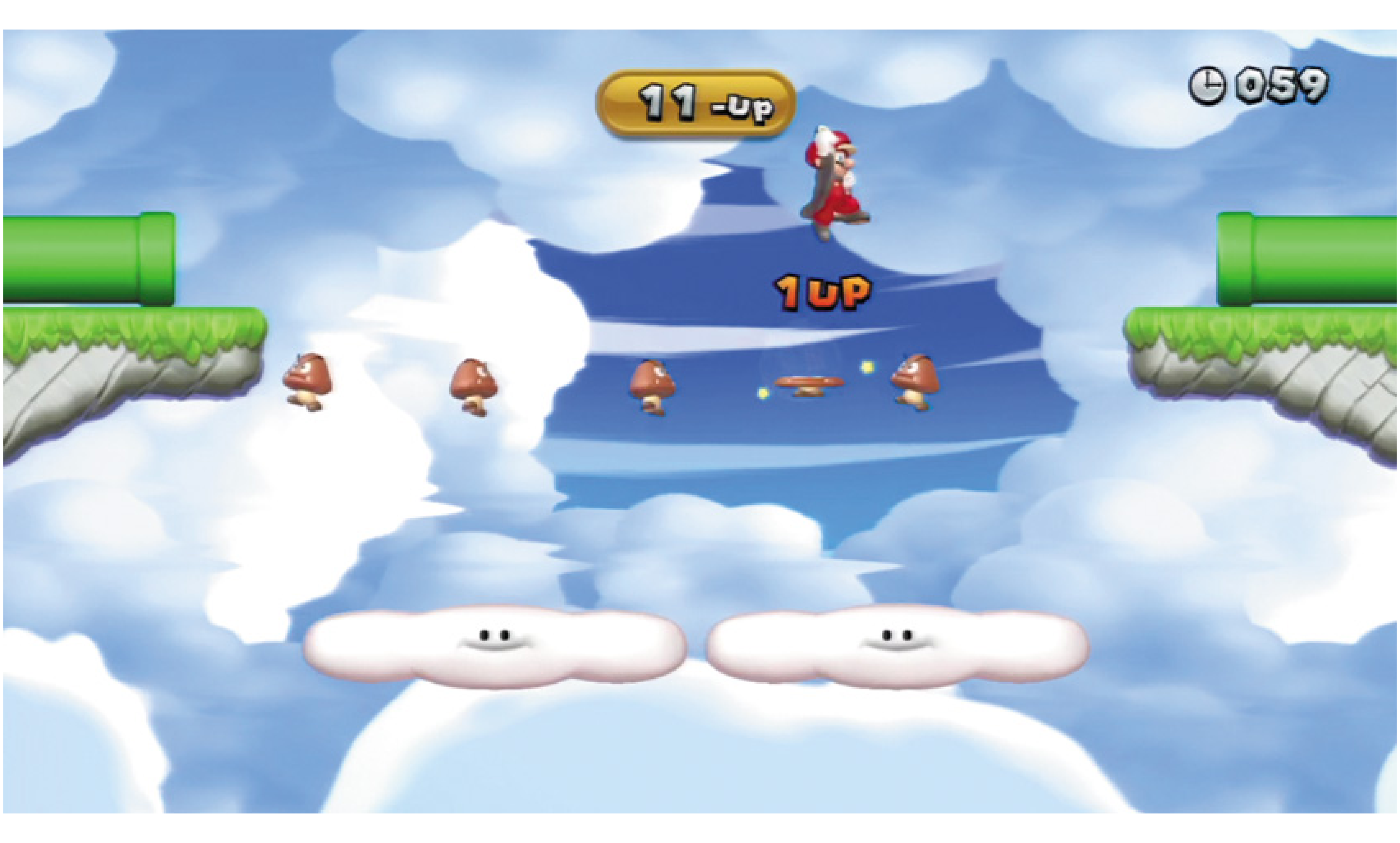
Tip

Don't abuse the flying squirrel jump when going for the Gold. Though useful, the move adds several seconds to your hang time—precious seconds that could be better spent stomping Koopas!

Goomba Bounce Bash

Difficulty:	★★

- Objective: Jump on enemies without touching the ground to earn 1-Ups.

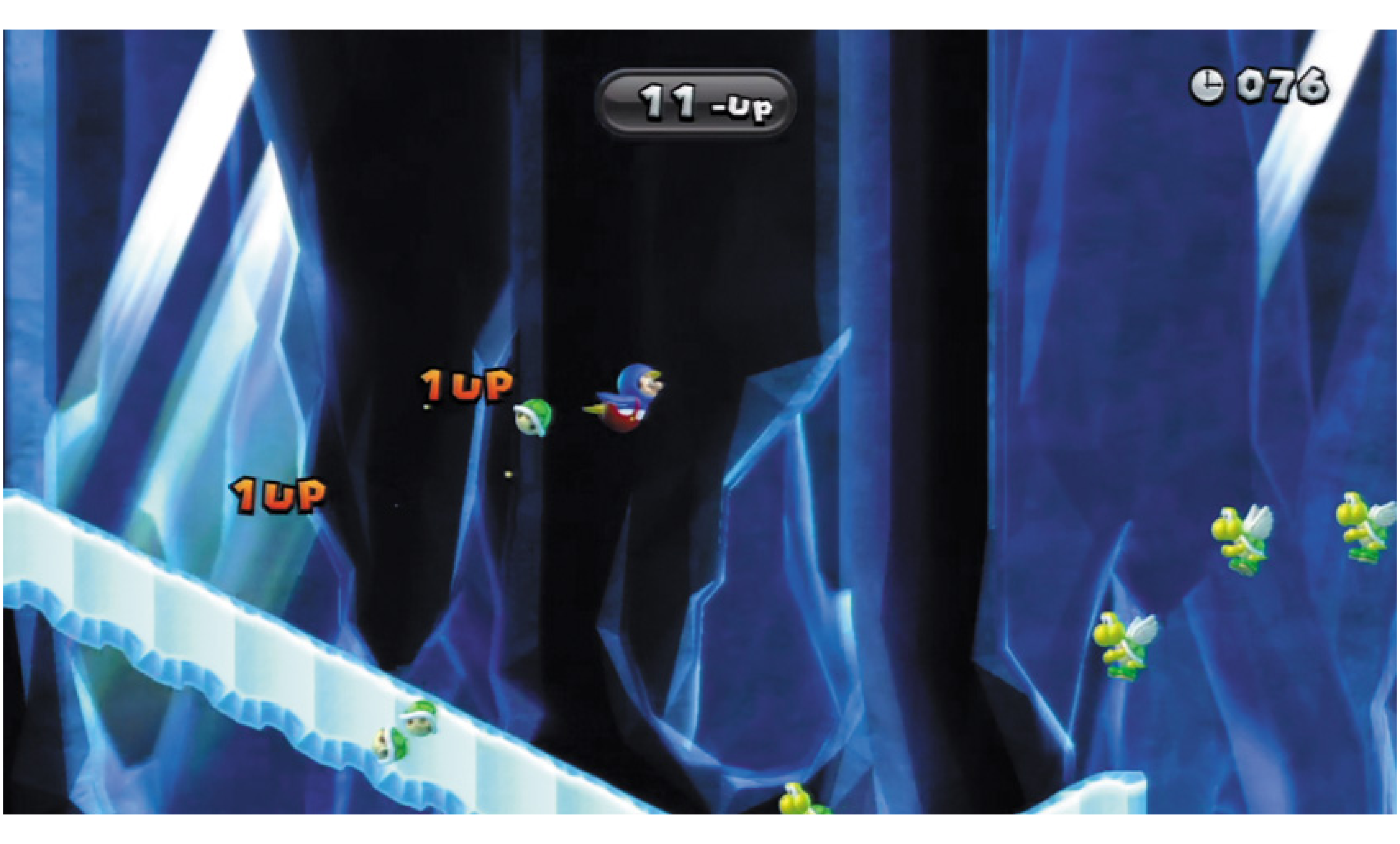


Stomp those Goombas as they bounce off the Bouncy Clouds in this event, gliding and using flying squirrel jumps as needed to keep your combo going. Even if you're hit and lose your Flying Squirrel form, you can still bounce off the Goombas as Super Mario—just don't land, or your combo will be over!

Penguin Bowling

Difficulty:	★★

- Objective: Slide across the ice, without stopping, and defeat enemies to earn 1-Ups.

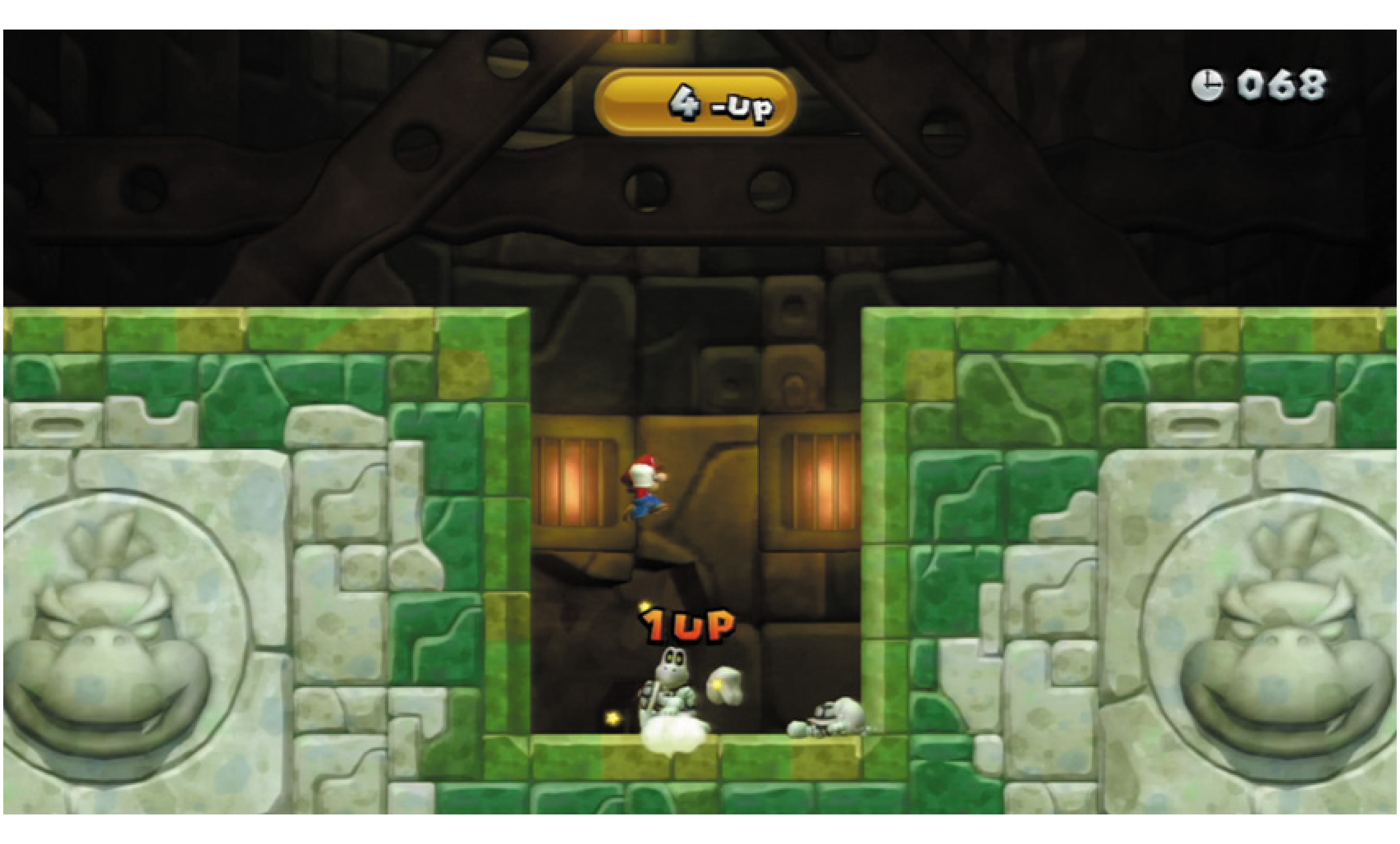


In this unique 1-Up Rally, you must keep your combo going strong as you slide through a swarm of enemies with Penguin Mario. Jump as needed to clear gaps and hit hovering enemies, such as Koopa Paratroopas—but watch out for falling Icicles! Try to hit every enemy and slide away with the Gold.

Three Dry Bones

Difficulty:	★★★

- Objective: Jump on the enemies without touching the ground to earn 1-Ups!

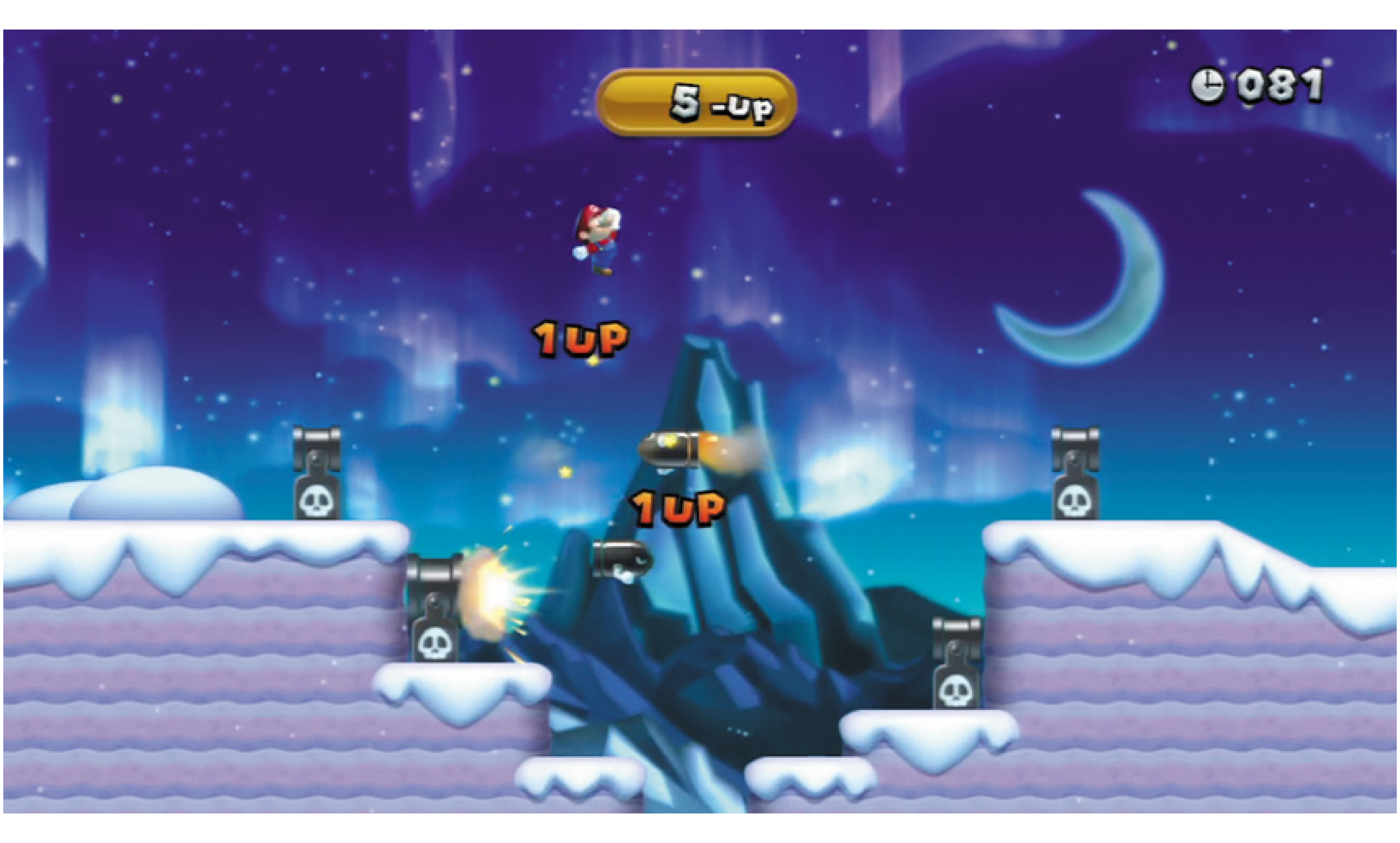


Keep your stomp combo going in this fun Challenge by stomping the three Dry Bones at the bottom of a pit. Wall jump while you wait for the Dry Bones to recover, or else you'll end up touching the ground. Perform midair spins to extend your wall jumps and ensure that you never fall.

Bullet Bill 1-Up Bounce

Difficulty:	★★★

- Objective: Jump on enemies without touching the ground to earn 1-Ups.

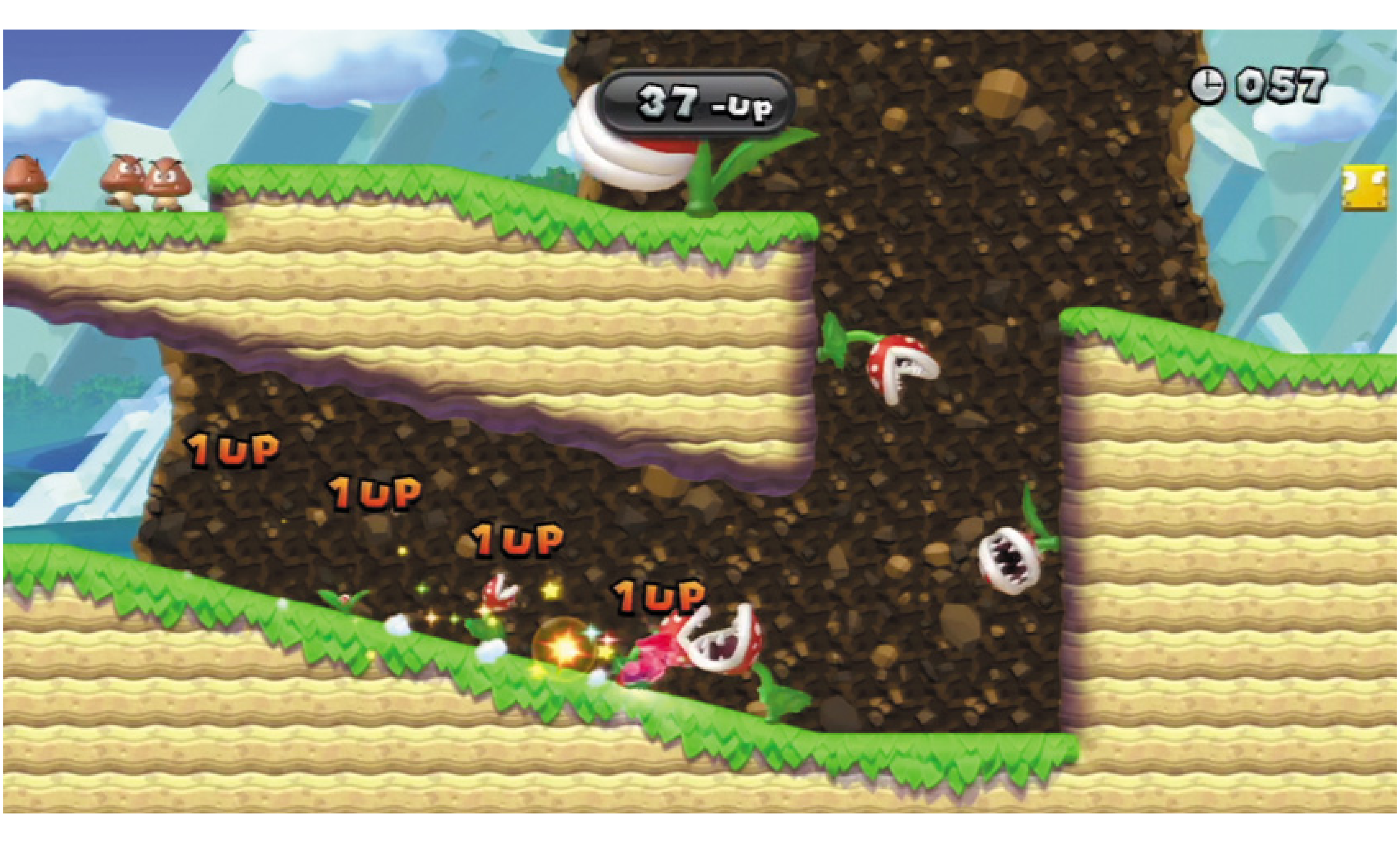


Allow the Bill Blasters to begin firing at the start of this Challenge, then begin bouncing off the Bullet Bills. Perform spins to gain extra height and maintain your combo while you wait for the next spread of Bullet Bills to blast forth. Be careful not to move too close to the Bill Blasters, or they might not fire when they should, and therefore fail to provide you with fodder for your combo.

Star Connection

Difficulty:	★★★★

- Objective: Topple enemies with consecutive Super Stars, and rack up the 1-Ups.

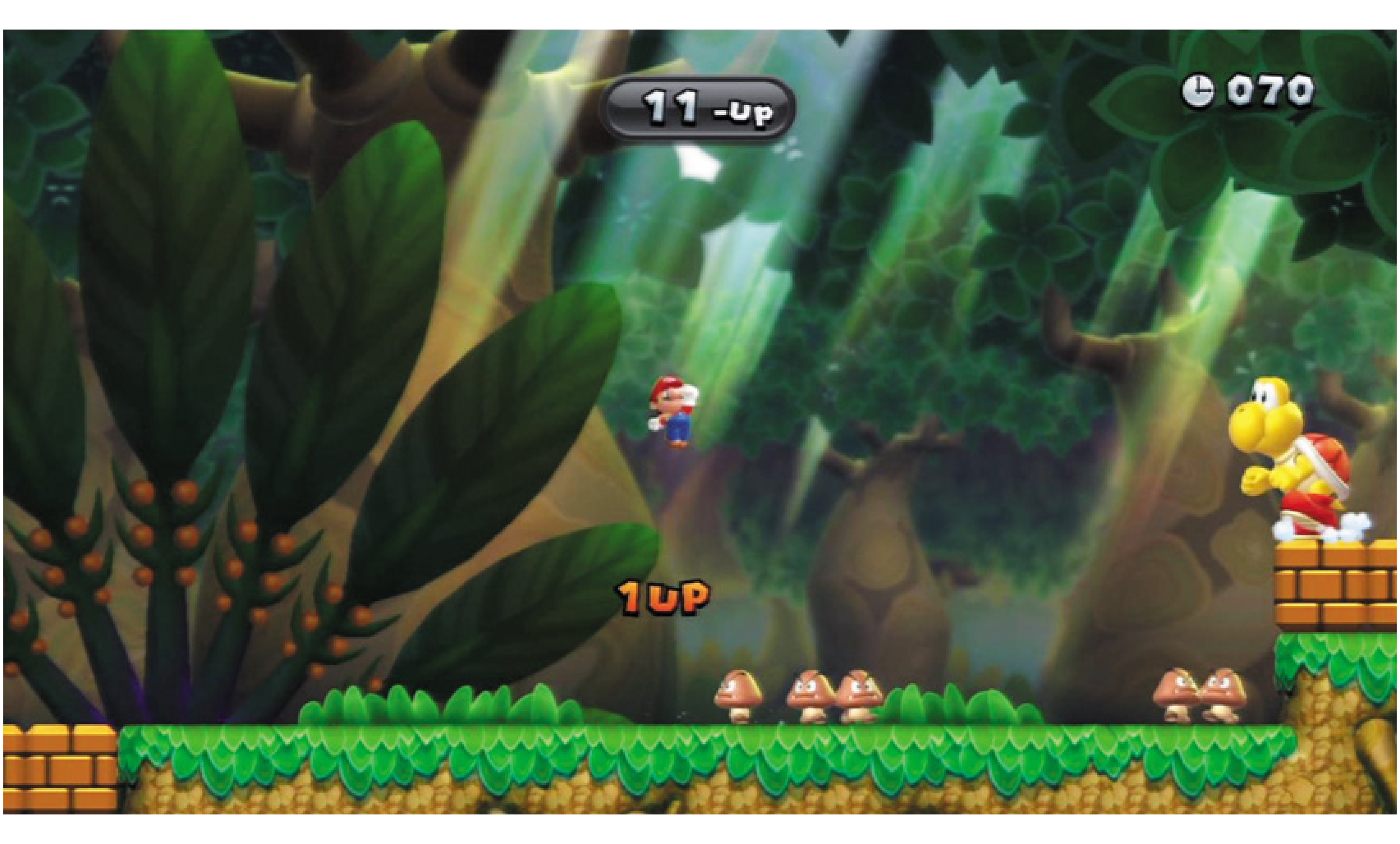


Obtain a Super Star from the ? Block at the start of this stage, then race through the level and defeat as many enemies as possible to score 1-Ups. You need at least 60 1-Ups to clear this Challenge, and there isn't much time to earn them, so you've got to move quick! Make sure to hit other ? Blocks before your Star power runs out—the Challenge ends if your Star power fades!

Big Goomba Bounce Bash

Difficulty:	★★★★

- Objective: Jump on enemies without touching the ground to earn 1-Ups.



This Challenge may seem familiar because it's also a good way to earn 1-Ups in Story Mode! To clear this event, you need to bounce off all of the Big Goombas, as well as the Heavy Goombas and regular Goombas that they split into. You can ignore the Koopas if you're only after the Bronze. Perform midair spins as needed to stay in control and ensure that you stomp each Goomba.

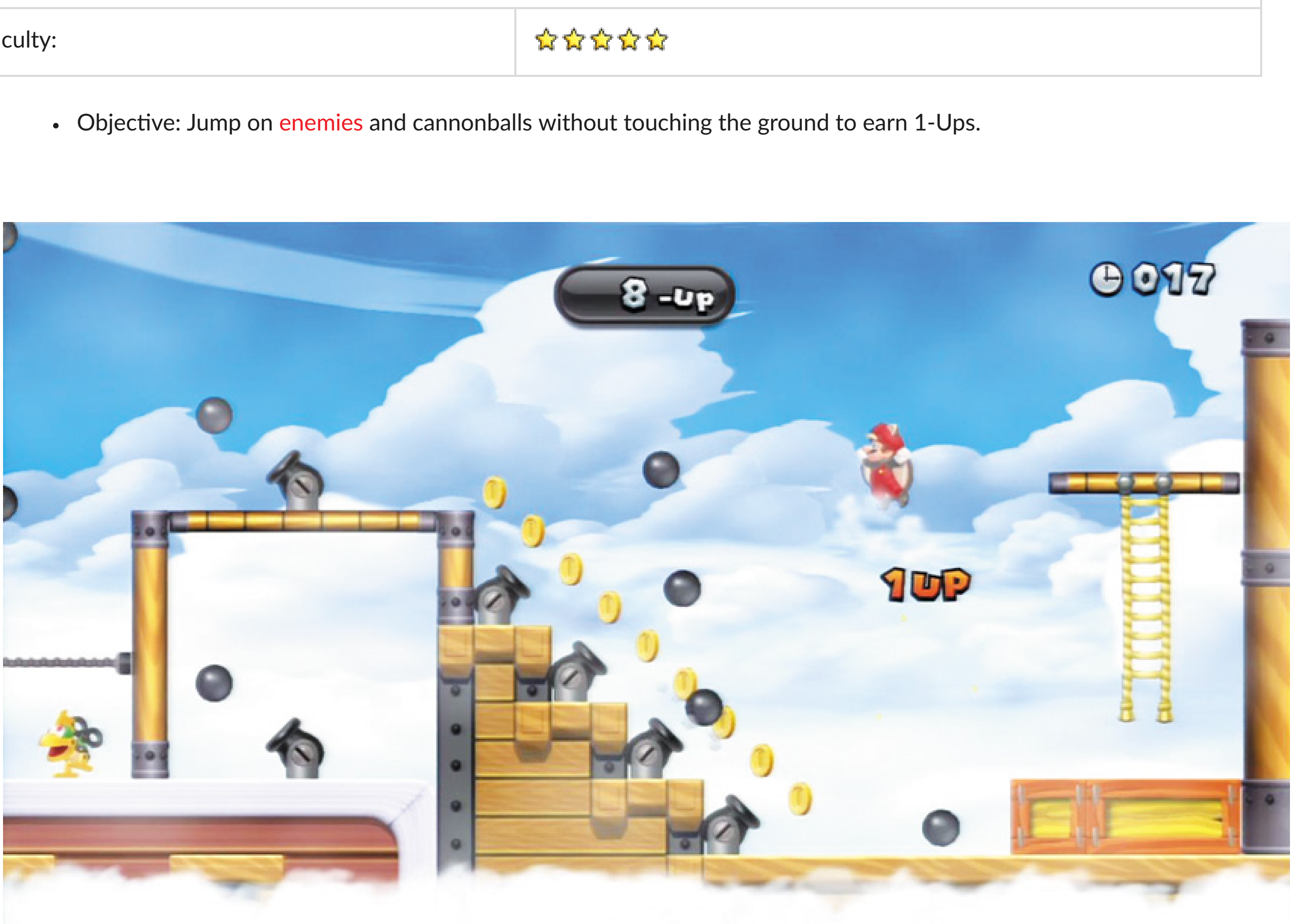
Tip

If you're going for the Gold, begin by leaping over the Big Goombas, stomping only the farthest Goomba on your way to the Big Koopas to the right. Stomp both Big Koopas, then perform midair spins after bouncing off the farthest Koopa to help you sail back over to the Goombas. Now stomp all of the Goombas, then bounce back over to the Big Koopas and stomp them both again to earn your eighteen 1-Ups!

Airship 1-Up Rally

Difficulty:	★★★★★

- Objective: Jump on enemies and cannonballs without touching the ground to earn 1-Ups.

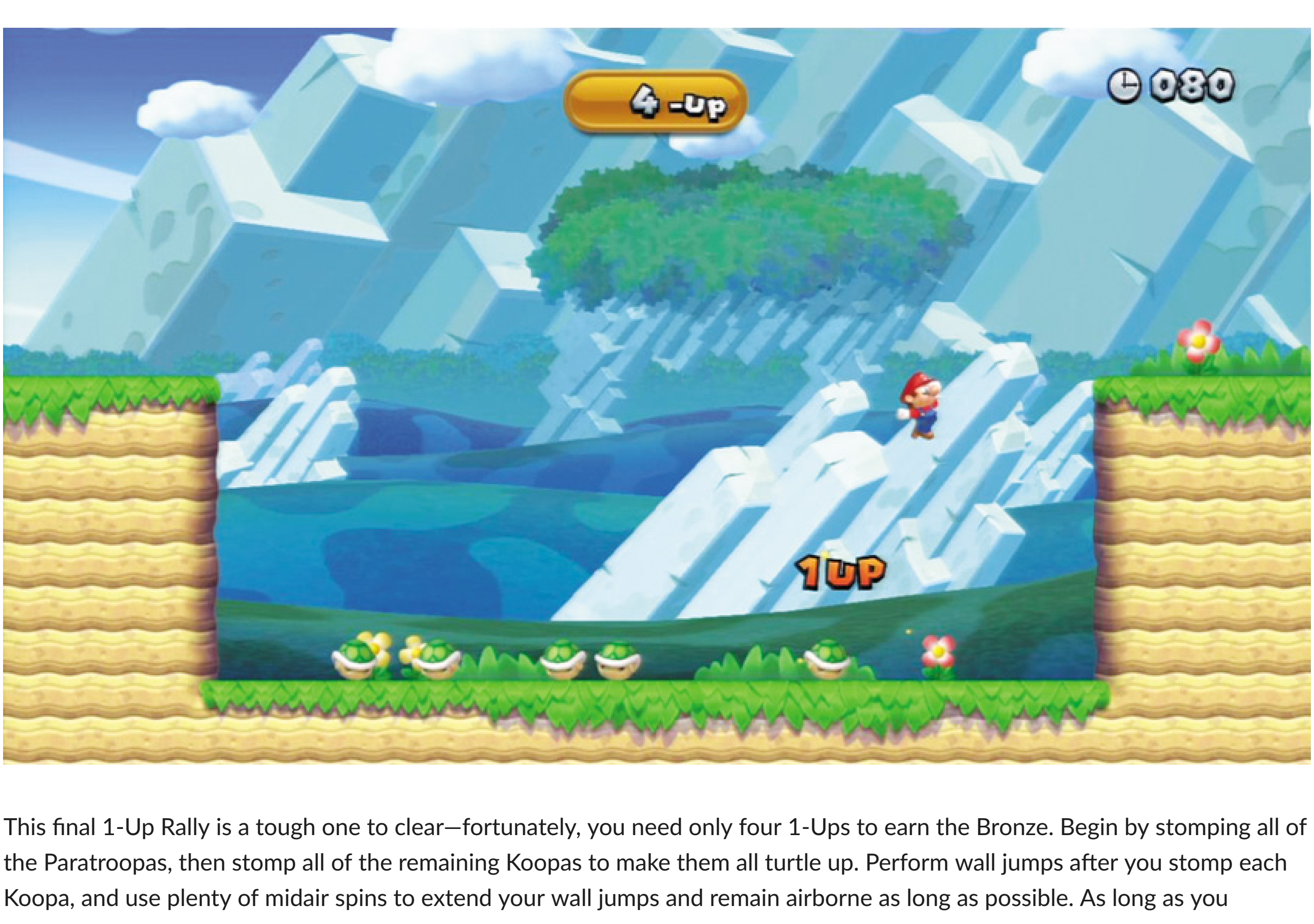


To score lots of 1-Ups on this Challenge, you need to take full advantage of the cannonballs. Begin by stomping the first cannonball, then stomp the nearby Mechakoopa. Perform a flying squirrel jump and stomp the second cannonball that's fired from the first cannon, then glide over to the right and use another flying squirrel jump to stomp the higher of the two cannonballs on the right. Stomp the lower cannonball next, then stomp another high cannonball after the top cannon fires again. Now glide farther to the right and stomp the many cannonballs that follow, using flying squirrel jumps as needed to keep from falling. You'll score plenty of 1-Ups in no time!

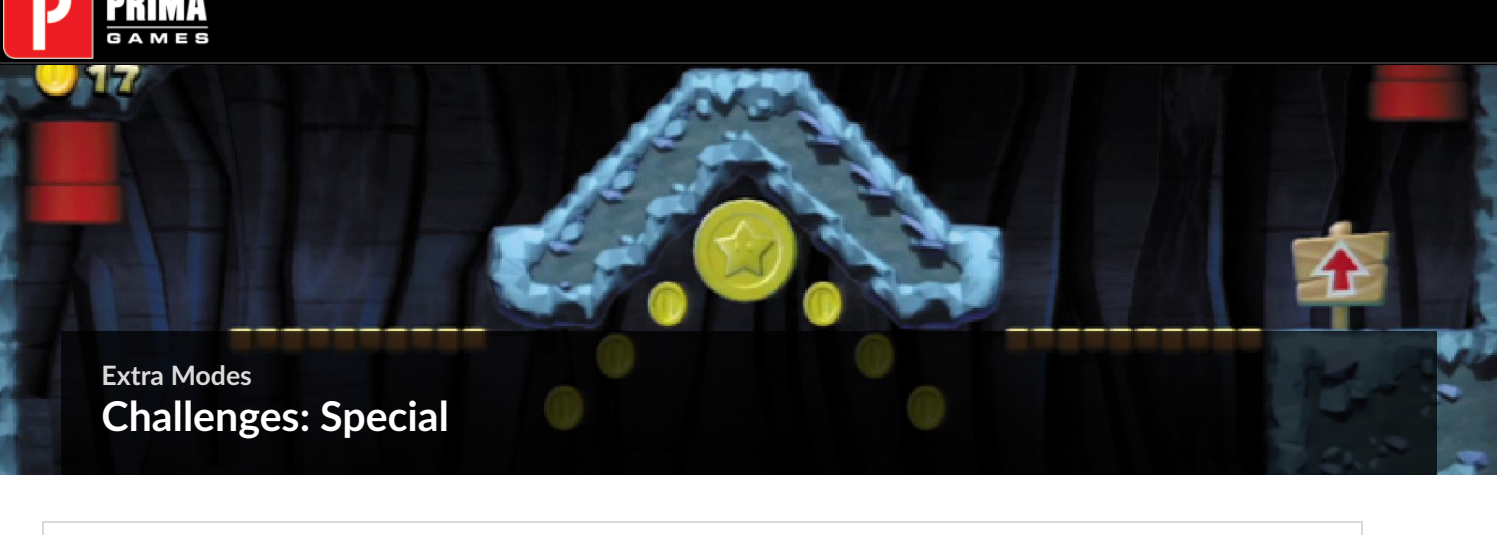
Paratroopa Panic

Difficulty:	★★★★★

- Objective: Jump on the Paratroopas without touching the ground to earn 1-Ups.



This final 1-Up Rally is a tough one to clear—fortunately, you need only four 1-Ups to earn the Bronze. Begin by stomping all of the Paratroopas, then stomp all of the remaining Koopas to make them all turtle up. Perform wall jumps after you stomp each Koopa, and use plenty of midair spins to extend your wall jumps and remain airborne as long as possible. As long as you perform spinning wall jumps after you stomp each Koopa, they'll recover in time for you to keep on stomping them!



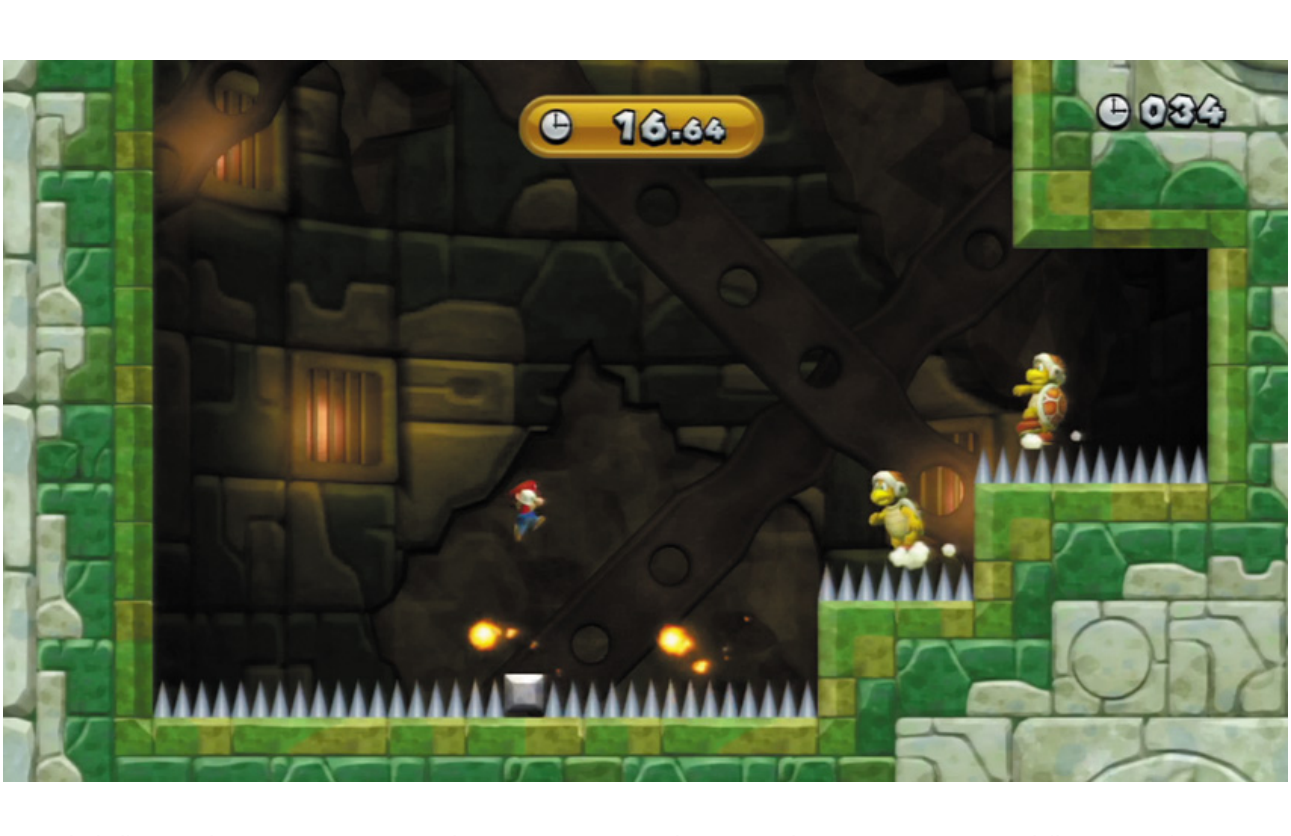
Extra Modes

Challenges: Special

Fire, Bro!

Difficulty:	★

- Objective: Dodge the fireballs for 15.00 or longer.



Special Challenges place Mario in unique and inventive situations that require him to use a variety of skills to meet the Challenge's particular goal. In this first Special Challenge, you must jump in place to avoid fireballs that are thrown at Mario by a pair of remote Fire Bros. Simply make short hops to avoid individual fireballs, and perform higher jumps to dodge the fireballs when they come bouncing at you in pairs.

Tip

If you're about to land on a fireball, try spinning in midair to avoid it.

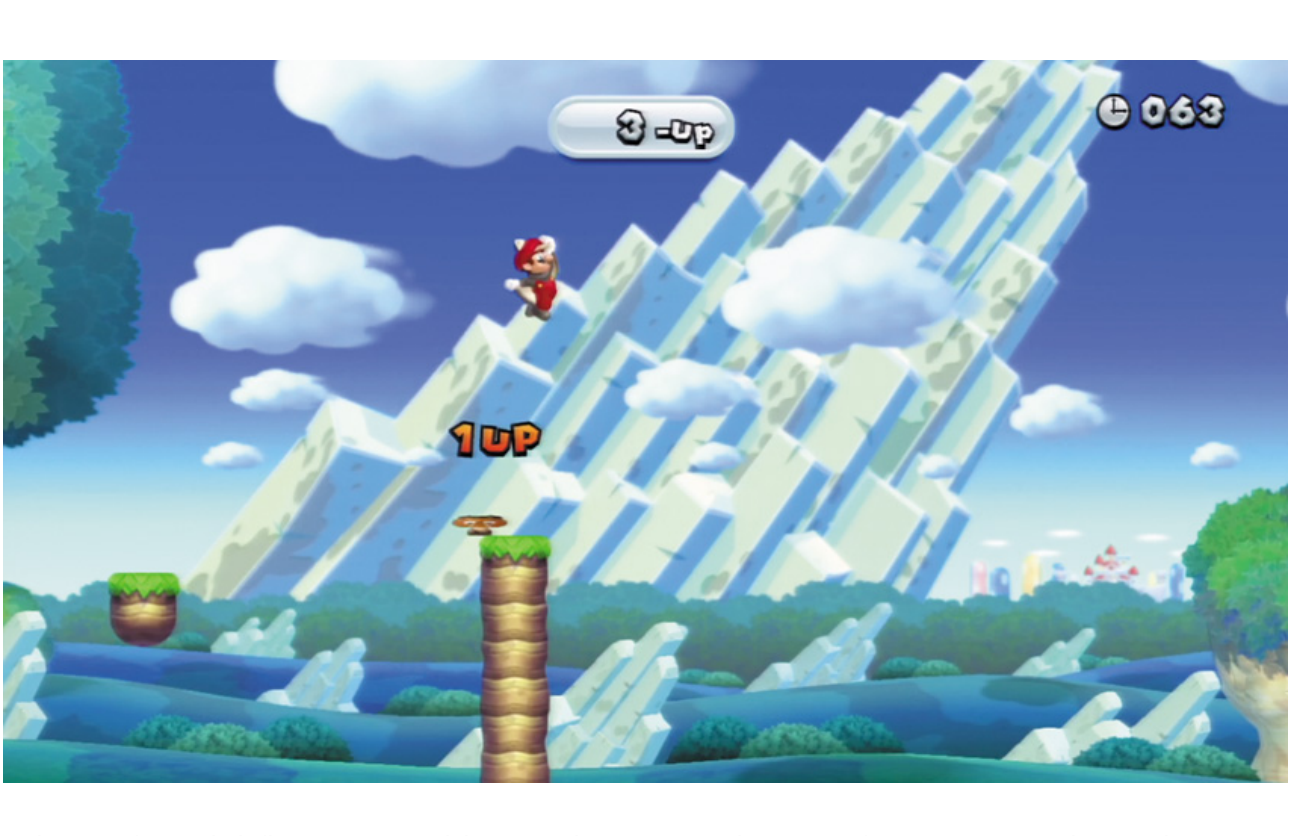
Tip

Keep dodging fireballs after you earn the Gold, and you'll eventually have your revenge against those dirty Fire Bros!

Graceful Glide

Difficulty:	★

- Objective: Earn 1-Ups and reach the goal without touching the ground in Flying Squirrel form.



In the second Special Challenge, you must glide across a long course as Flying Squirrel Mario. Bounce off the Goombrats as you go to maintain your glide all the way to the finish. You don't need to earn any 1-Ups to score the Bronze, but you must stomp every enemy if you wish to win Gold! Use the flying squirrel jump to soar up to higher enemies after stomping the ones on the low ground.

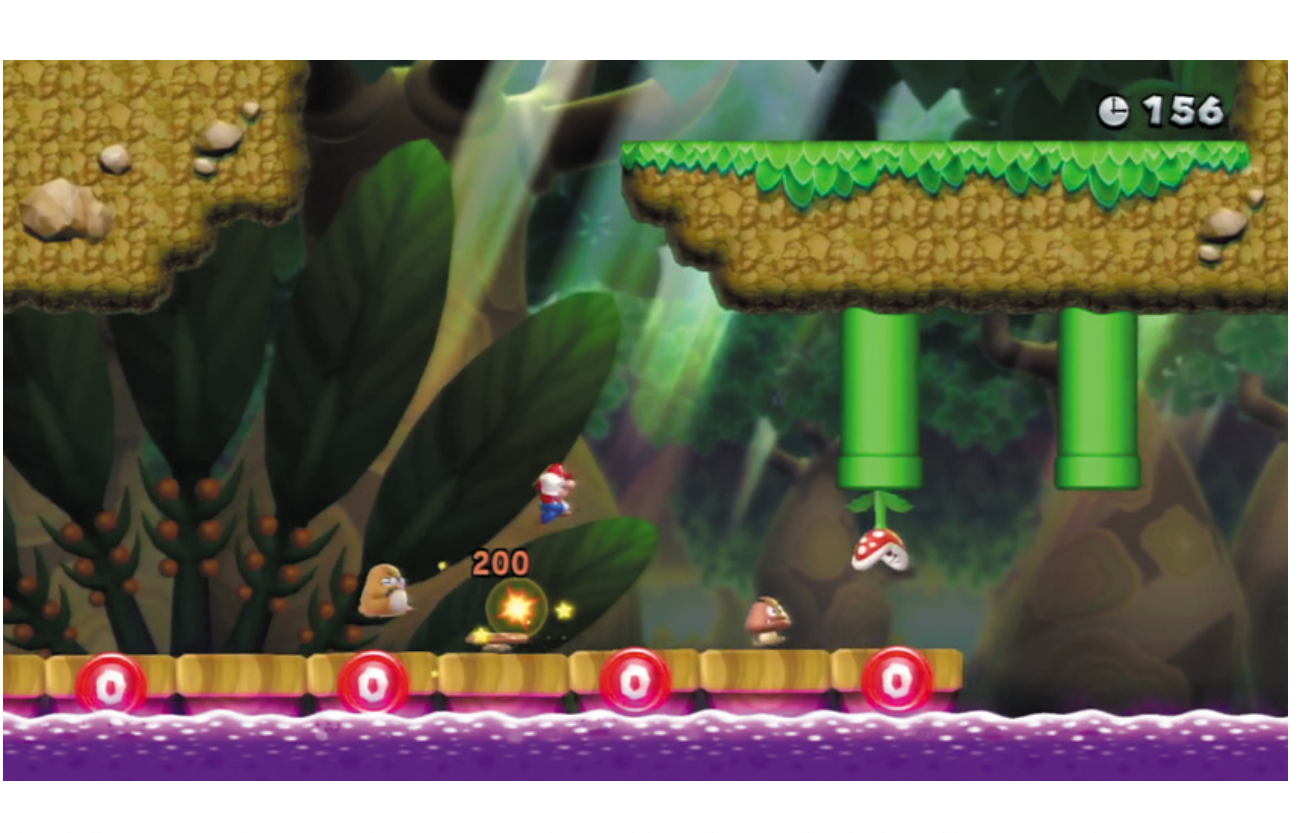
Tip

Use wall jumps in combination with flying squirrel jumps to reach the Goombrats more easily.

Mole to Goal

Difficulty:	★★

- Objective: Let Monty Mole onto the lift, and get him to the goal.

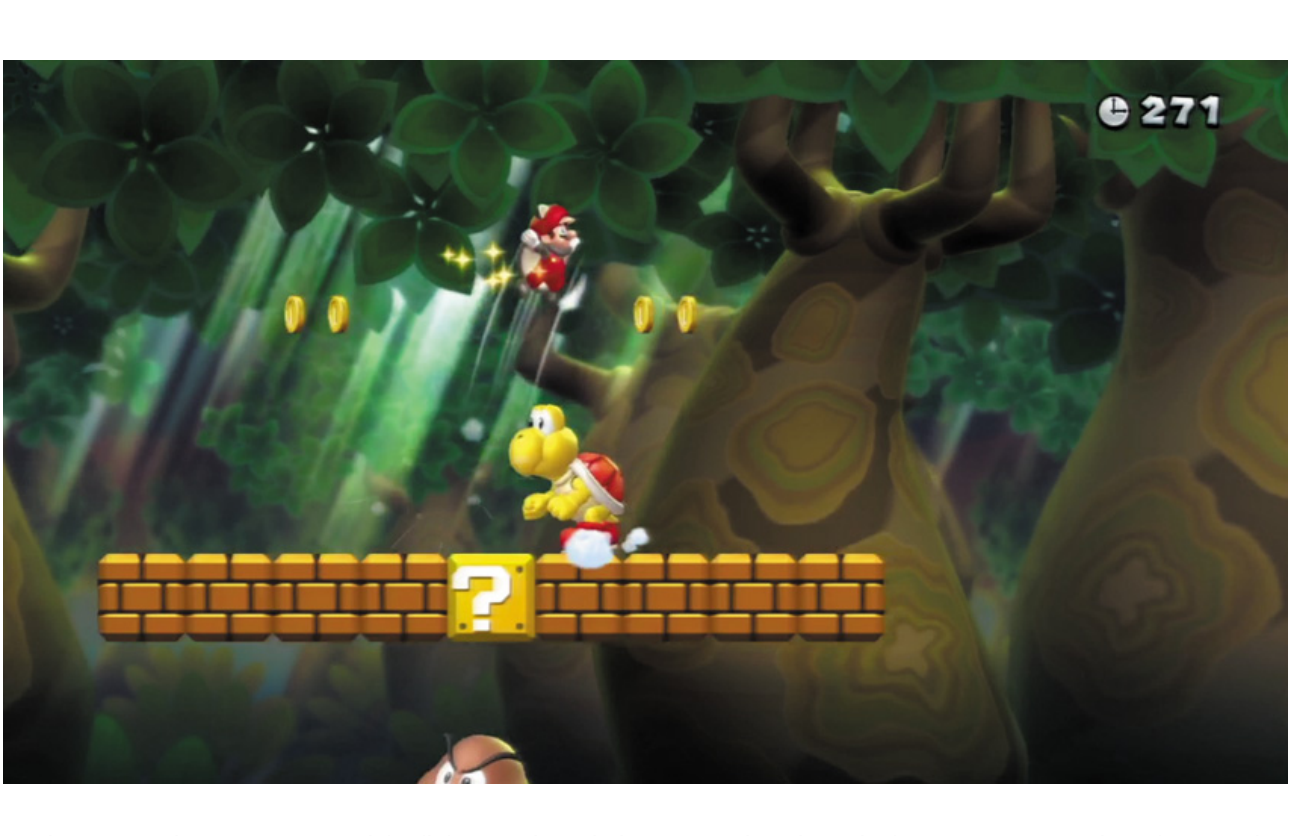


This Challenge is a simple pass or fail—no Bronze or Silver medals can be earned, only the Gold. Jump onto the Limited Lift and allow Monty Mole to hop on as well. Monty Mole chases after Mario, but you must not defeat him—he must make it to the goal! Try to stay near the middle of the lift so that Monty Mole won't accidentally run off the edge and into the Poison Bog. Defeat every enemy that lands on the lift, or else it will come to a halt. The ride isn't very long, so enjoy it while it lasts!

Marathon Glide

Difficulty:	★★

- Objective: Use your Flying Squirrel powers to reach the goal without touching solid ground.



As Flying Squirrel Mario, you must glide all the way through this stage without being hit by an enemy or touching the ground even once. You'll need to bounce off most of the enemies as you go, and occasionally perform flying squirrel jumps to gain the extra height you need to slip past Piranha Plants and the like. Just keep on gliding until you reach that Goal Pole!

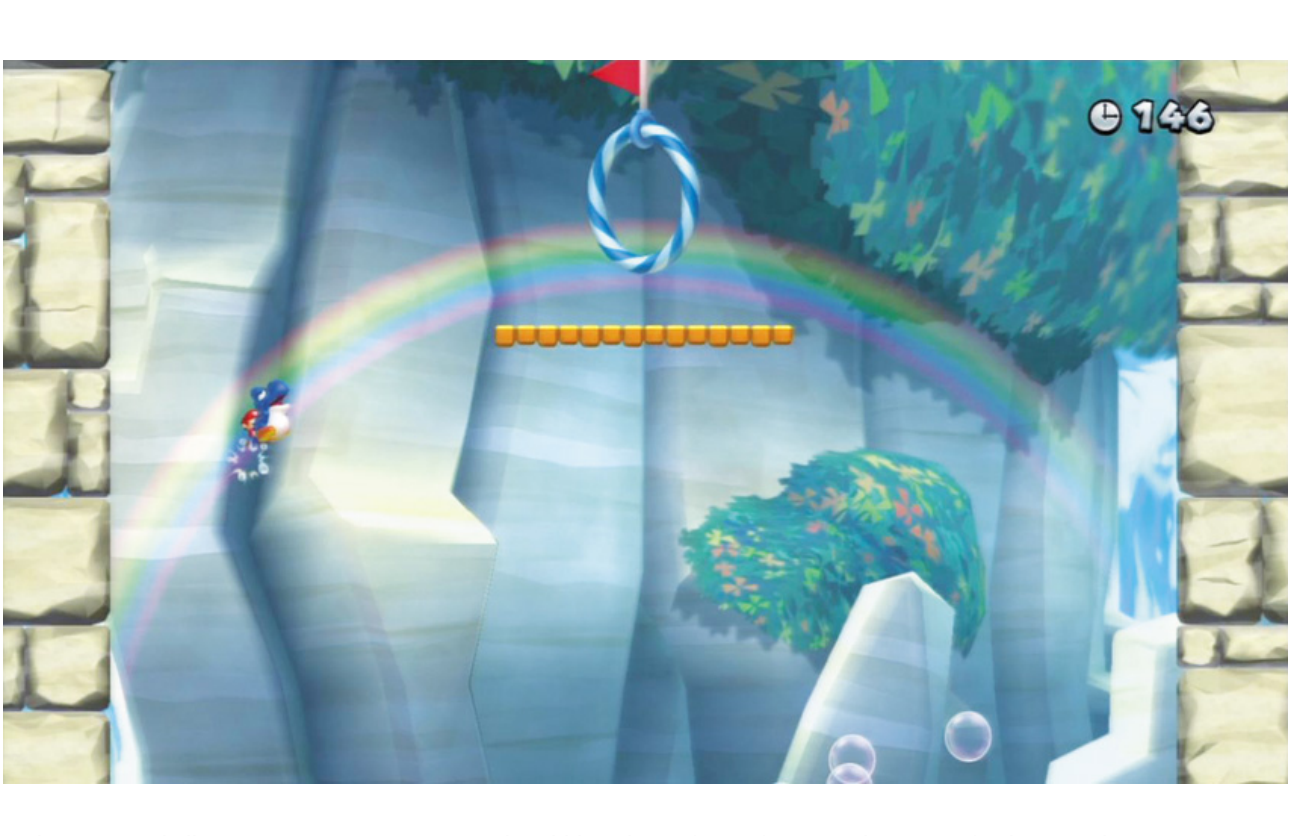
Tip

Avoid using the flying squirrel jump until it's absolutely necessary—once you use it, you won't be able to glide again until you bounce off an enemy.

Bubble Up

Difficulty:	★★

- Objective: Use Baby Yoshi's bubbles to reach the goal ring.



In this unique Challenge, Mini Mario teams up with Bubble Baby Yoshi, working together to reach a lofty Goal Ring. Mini Mario is light enough to bounce off the bubbles that this Baby Yoshi blows, so pick up the little guy and blow some out. Hold the jump button to bounce off the bubbles, and keep those bubbles coming so you may continue to bound ever upward. Beware of the pesky Paratroopas—bounce off them if you can, or simply allow Balloon Baby Yoshi to gobble them up. You have plenty of time to reach the Goal Ring, so just keep blowing and bouncing until you get there!

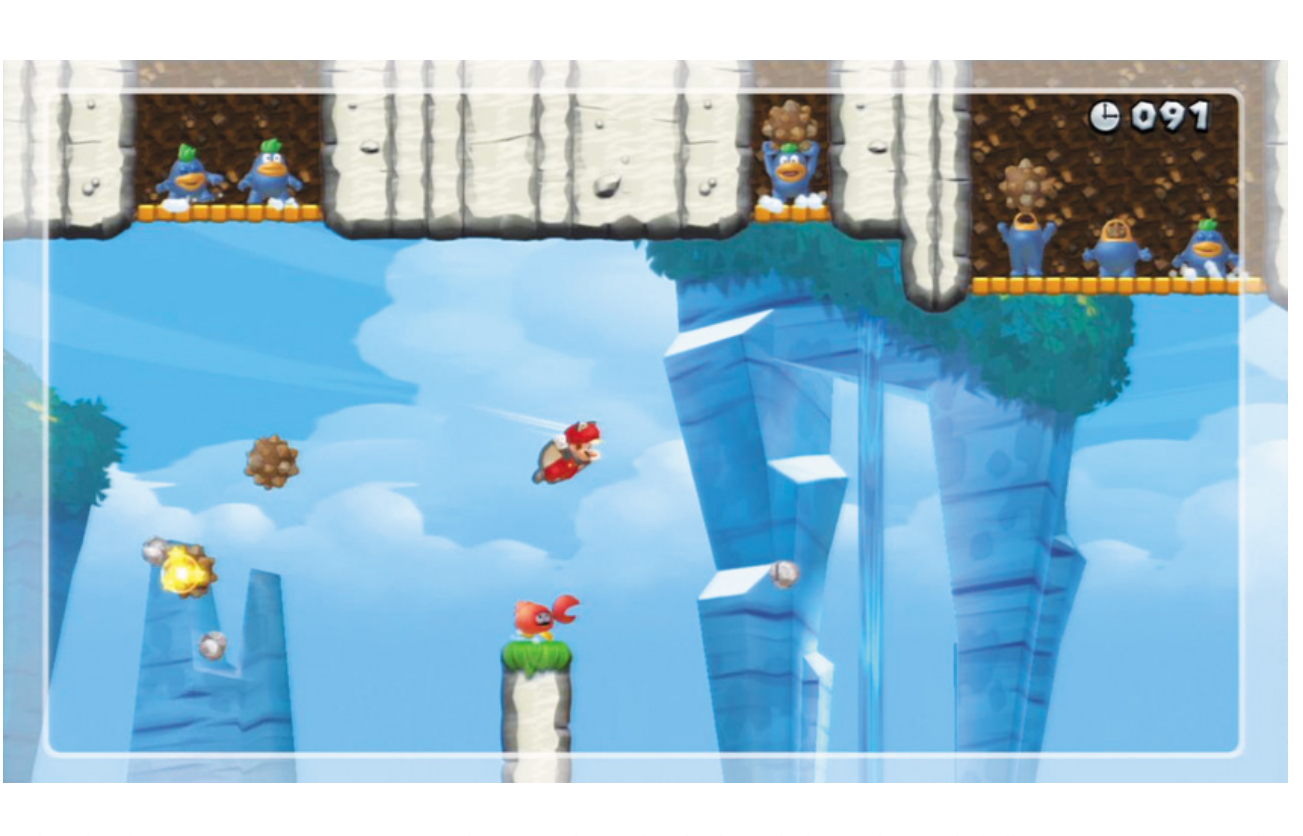
Tip

Hit the Paratroopas with bubbles to turn them into bigger bubbles that you can bounce extra high off of!

Nonstop Flight

Difficulty:	★★★

- Objective: Use your Flying Squirrel powers to reach the goal without touching the ground.



Rather than bouncing off every enemy, try making a single, fluid flight through this final Special Challenge. You can sail straight through the course's first half, so just run, jump, and then glide! If you do it right, you'll bounce off the rocks that the Huckit Crabs throw and maintain your glide without any effort. However, when a tall ledge gets in your way, you'll need to bounce off the Huckit Crabs and perform flying squirrel jumps to get past it. Then just glide past the final group of overhead Spikes, and grab that Goal Pole!

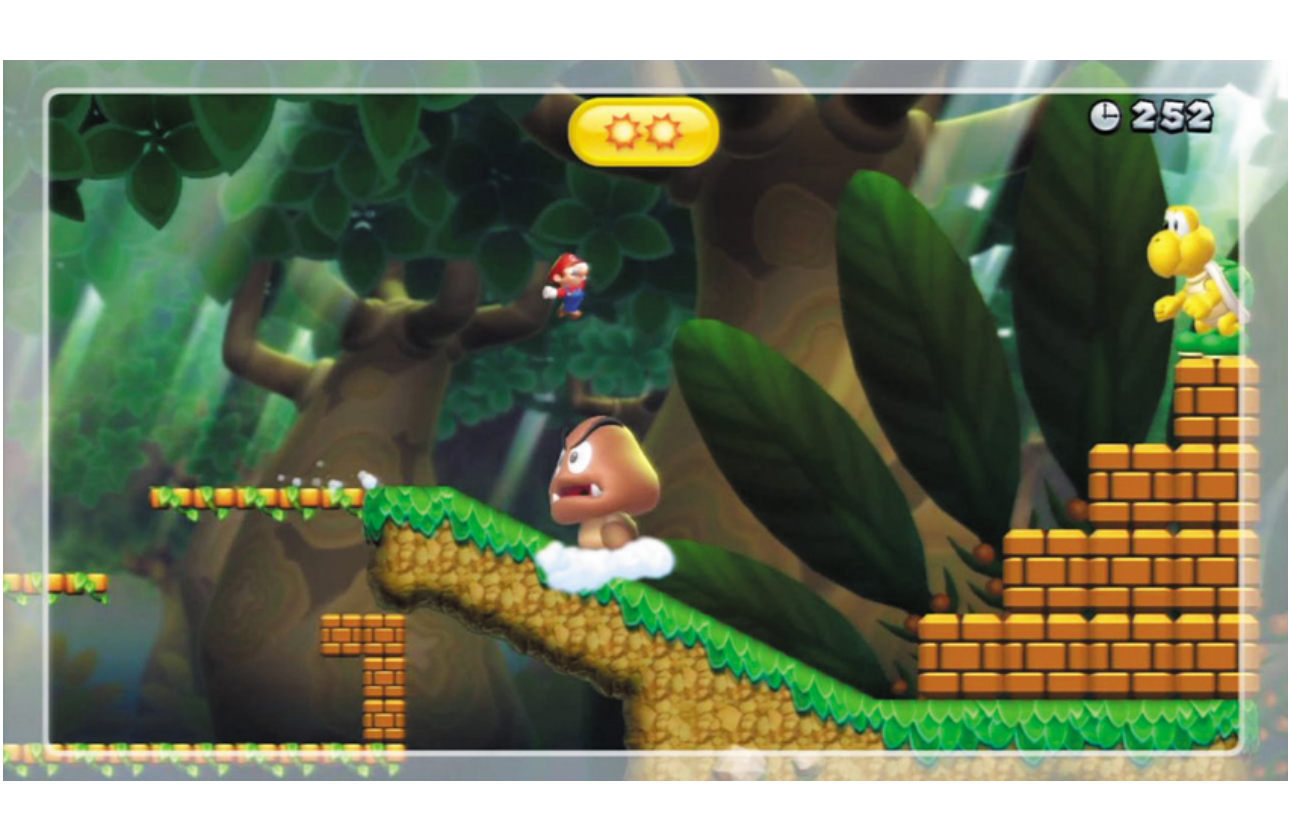
Tip

If you're about to hit a Huckit Crab's rock after performing a flying squirrel jump, try performing a short ground pound and see if you can avoid it.

Be Gentle to Giants

Difficulty:	★★★

- Objective: Reach the goal without damaging enemies. The Challenge ends if you damage enemies three times.

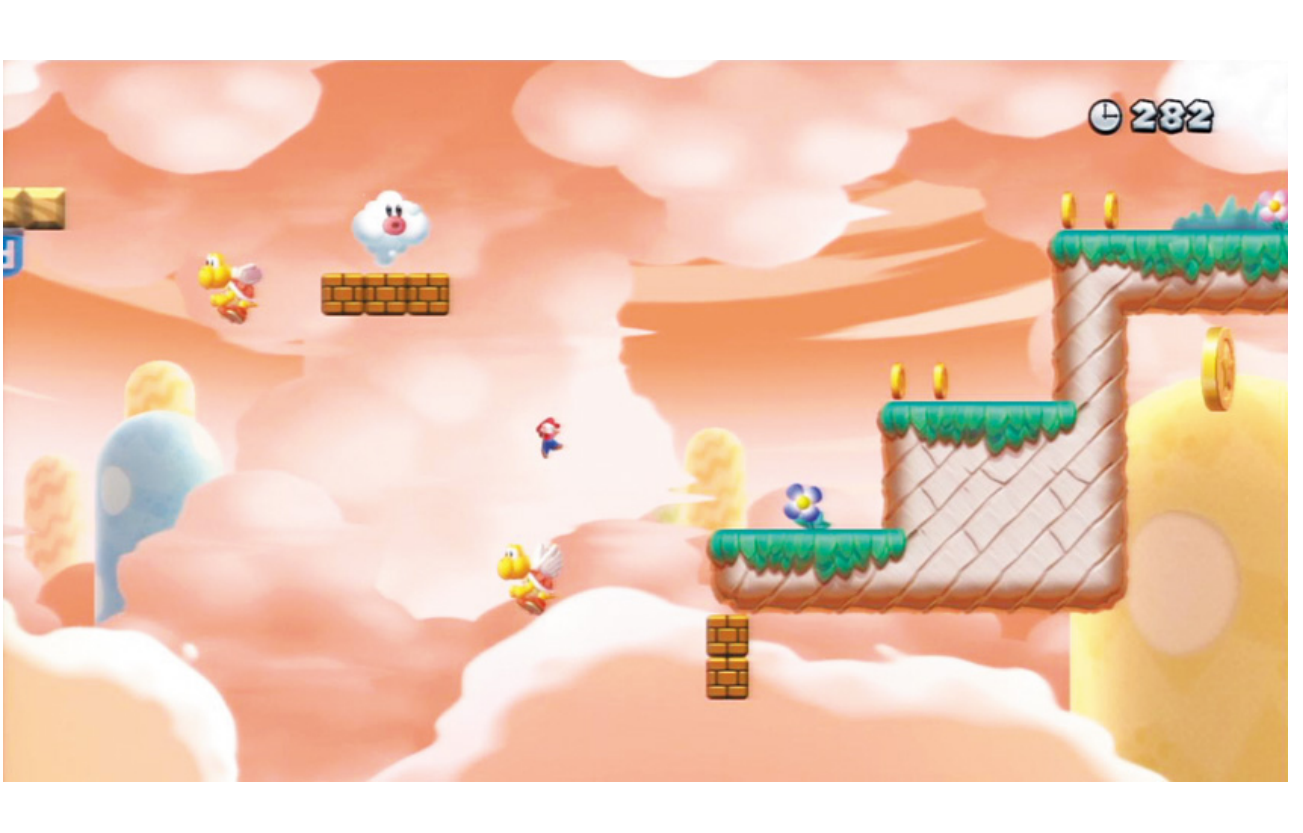


Patience and midair spins are your best friends in this Special Challenge, for it isn't easy to clear the course without stomping its overgrown foes. Leap over each enemy that gets in your way, spinning in midair to ensure that you sail harmlessly overhead. Whenever necessary, pause and allow enemies to move out of tricky positions, so that you can jump past more easily. Goombas and green Koopas will walk off Brick Blocks and ledges—and sometimes its best to let them move out of your way!

Big Air at Sundown

Difficulty:	★★★

- Objective: Reach the goal in Mini Mario form without using the Snake Blocks.

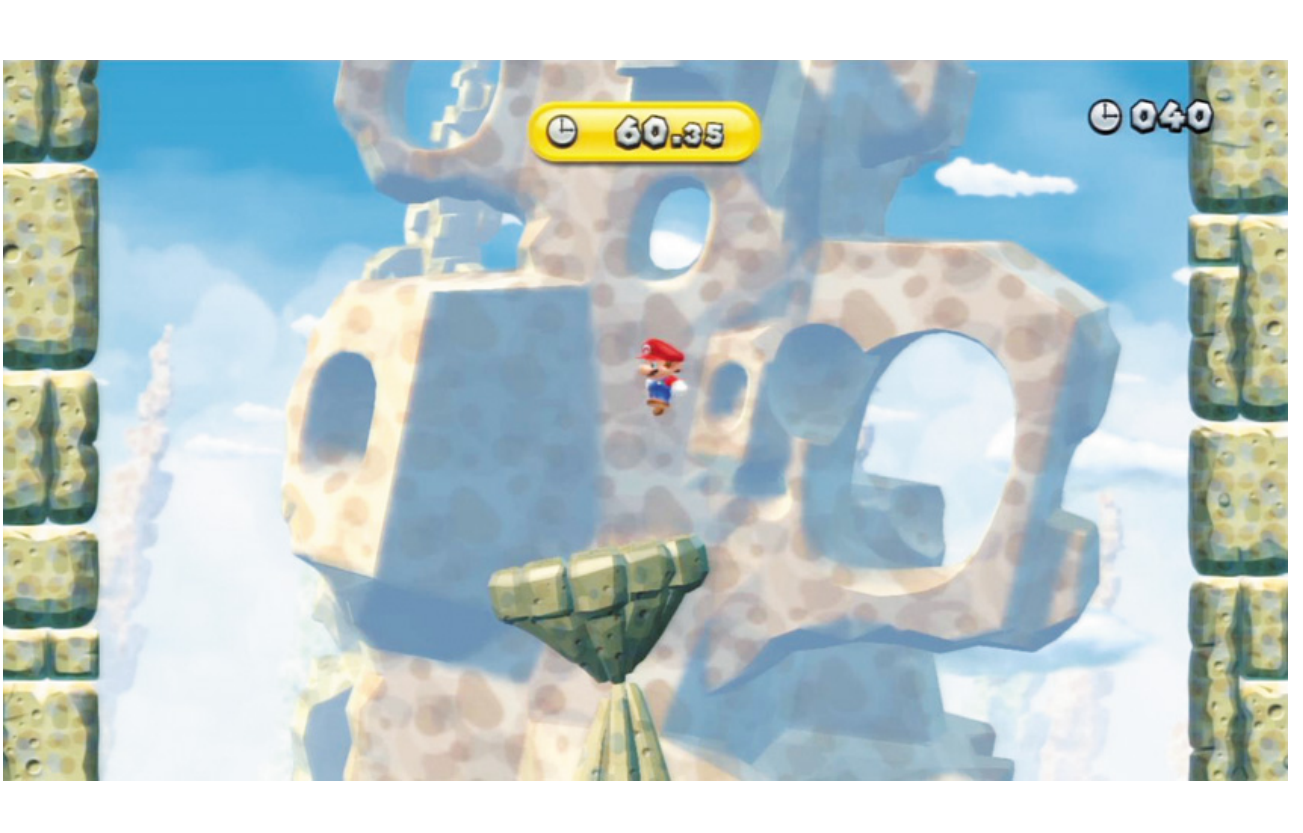


Although you can't ride the Snake Block during this difficult Special Challenge, Mini Mario can jump great distances, which gives you a sporting chance. Leap through the air and perform midair spins to extend your jumps. Bounce off enemies when there are no Brick Blocks or ledges to land on. You don't need to bounce off every enemy, mind you. Again, use midair spins to lengthen your jumps, making as few leaps as possible on your way to the goal.

Balancing Act

Difficulty:	★★★

- Objective: Jump on the Wobble Rock to keep your balance for 15.00 or longer.

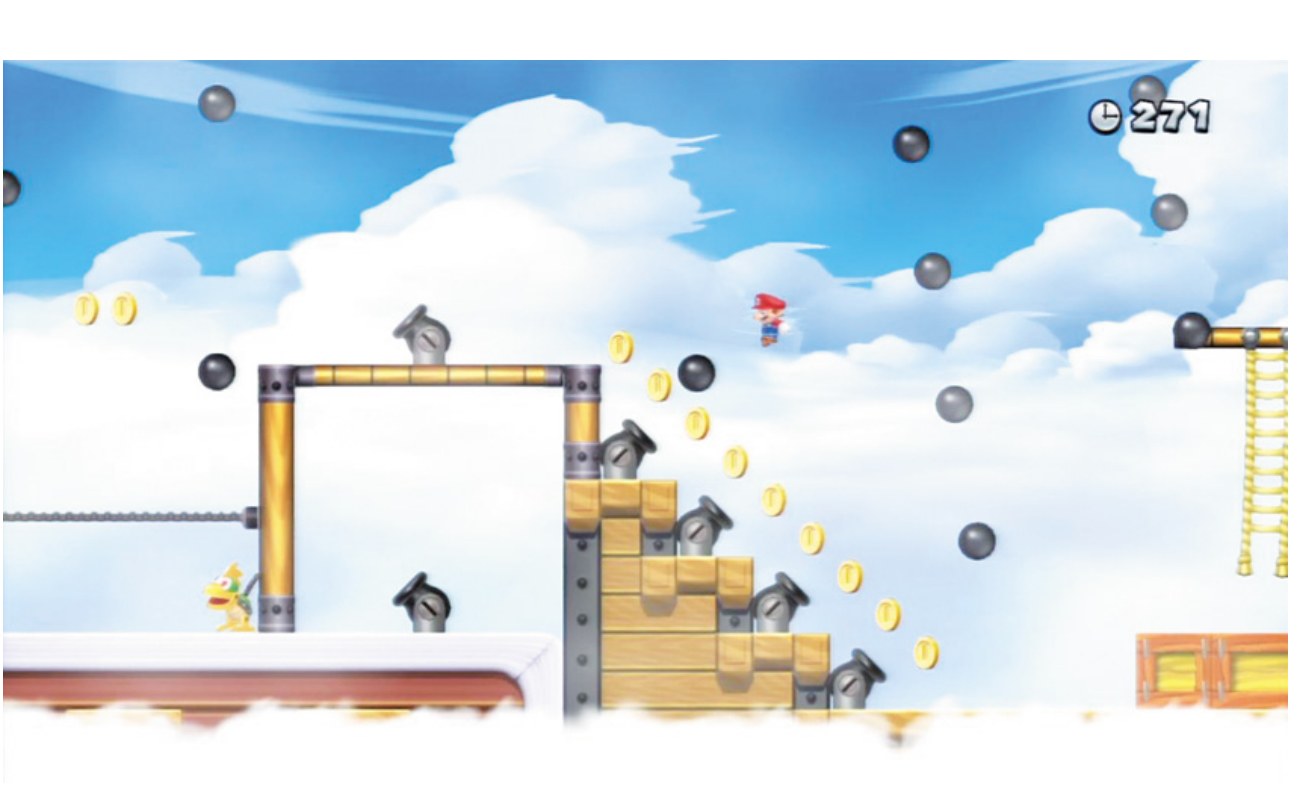


This Special Challenge is straightforward enough—just keep jumping on the center of the Wobble Rock so that it doesn't tip and fall. The less time you spend on the treacherous rock, the better, so perform midair spins to stay airborne as long as possible. If the rock tips to one side, jump on the other side to balance it out. Just don't stand still on the rock, or it's sure to topple!

Bowser's Airship Sneak

Difficulty:	★★★

- Objective: Reach the Goal Ring without hurting any enemies, touching any cannonballs, or collecting any Coins!

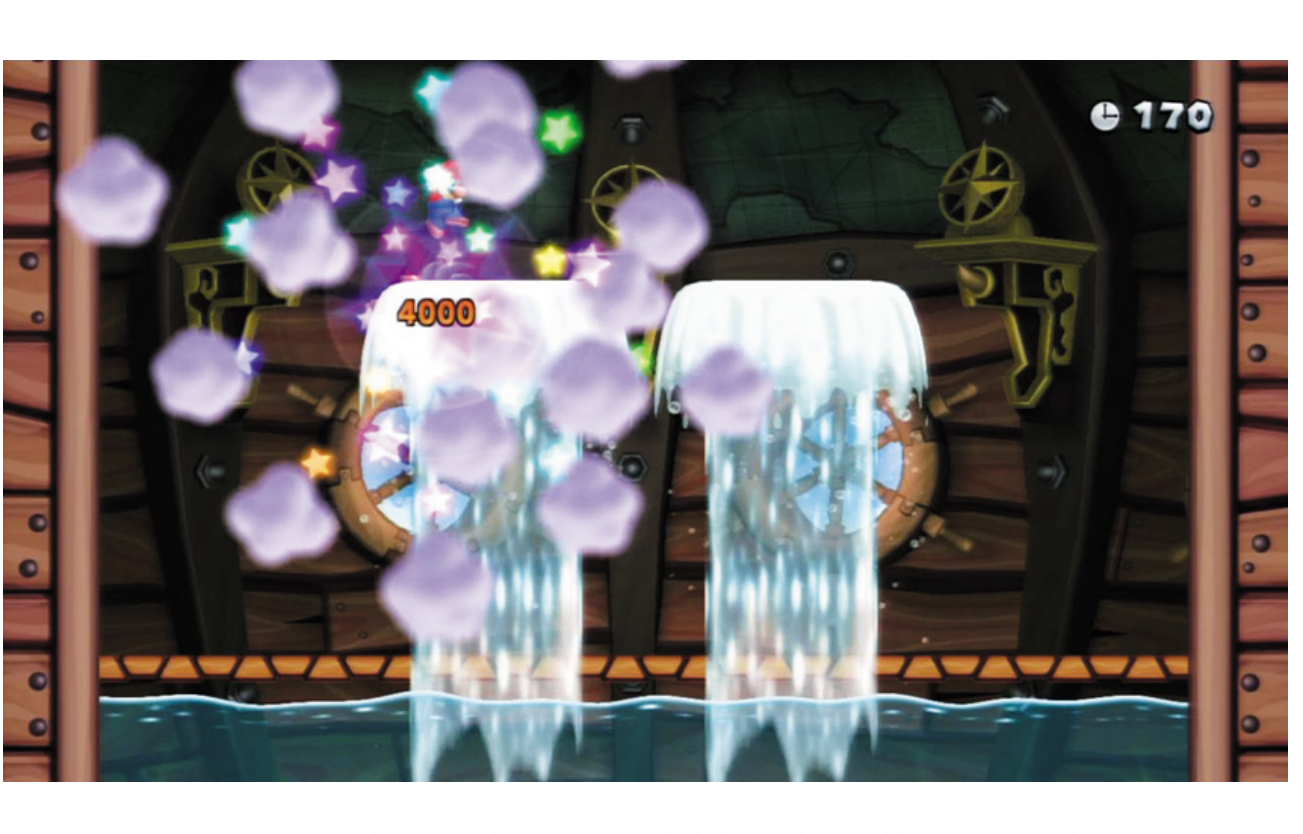


With so many Coins and cannonballs to avoid on Bowser's Airship, you've got your work cut out for you in this Special Challenge! Take your time and make good use of midair spins to extend your jumps over these obstacles. Be certain not to stomp any enemies as you go—Bowser can't ever know that Mario was here!

Larry's Groundless Battle

Difficulty:	★★★

- Objective: Defeat Larry Koopa without touching the ground.



Waste no time in stomping Larry at the start of this unique Special Challenge, then quickly retreat across the Water Geysers to avoid his spinning shell. Leap to the top of the left wall when the Geysers go out, and slowly slide down the wall. Perform a wall jump before you hit the ground, and land on a Geyser as they begin to gush up again. Keep wall jumping to and from the Geysers as needed until you're able to stomp Larry a second time. Stomp the young Koopa three times to survive this wet and wild fight!

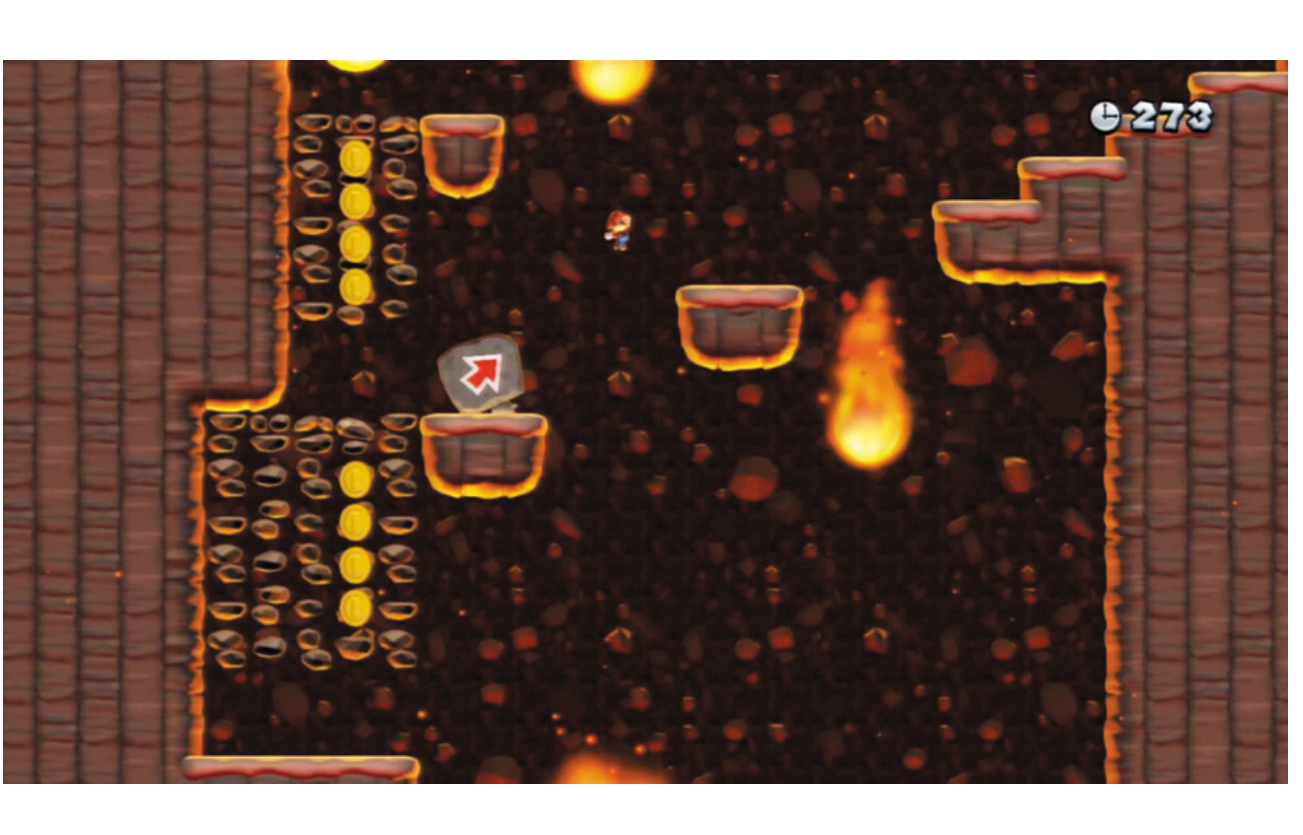
Tip

Whenever Larry's walking on the ground, stand on the Geyser that's nearest to him. If Larry walks into the Geyser, he'll be hoisted up to you, and you'll automatically stomp him when he hits Mario's feet!

No Climbing Allowed

Difficulty:	★★★

- Objective: Reach the Goal Ring in Mini Mario form.

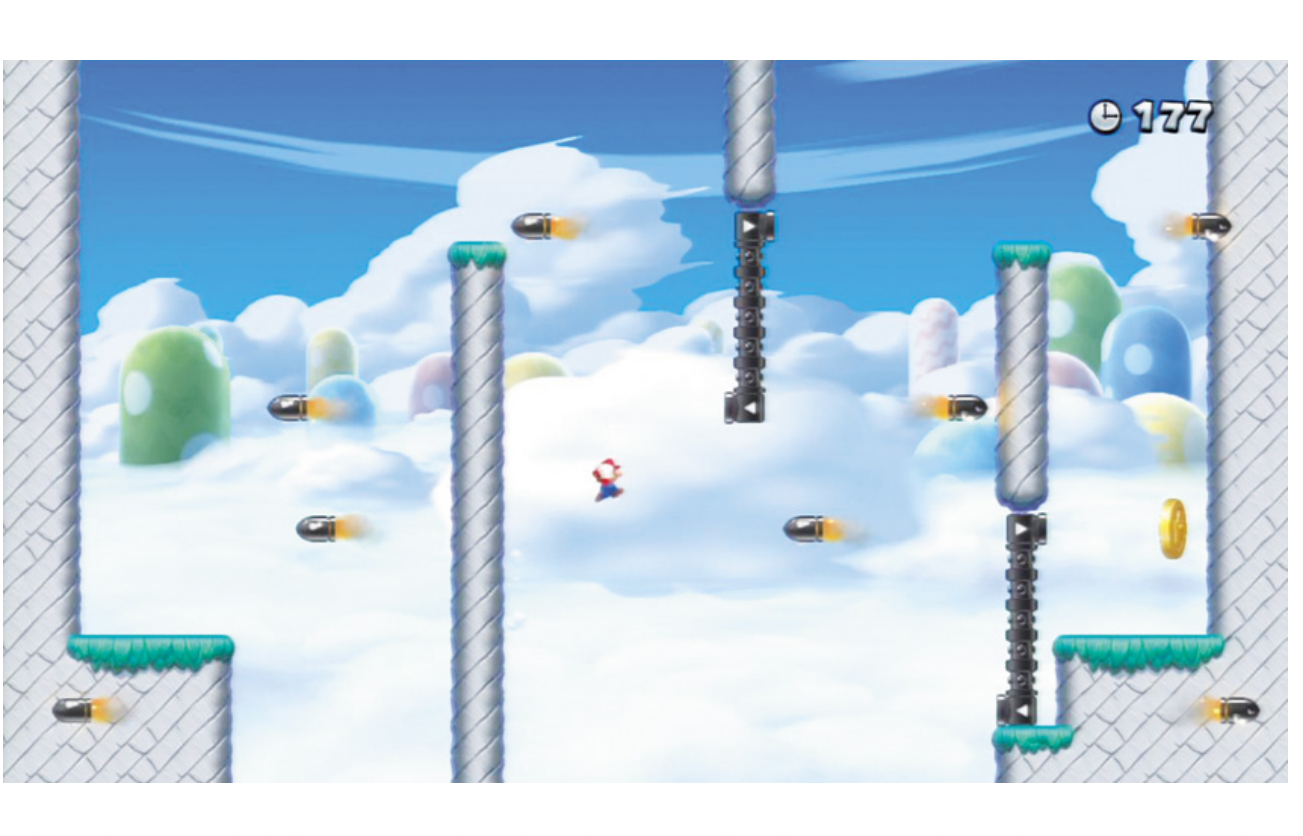


In this difficult Special Challenge, you must make your way up to a high Goal Ring while avoiding all manner of hazards. You're playing as Mini Mario here, and the little guy can't climb the rock walls—this forces you to jump and wall jump your way up the cliff. Beware of the falling meteors, and try not to move too fast—allow the camera to pan ahead so you can plan out your moves. Use spin jumps as needed to clear the longer gaps as you climb ever upward.

The Trial of Bullet Bill Hill

Difficulty:	★★★

- Objective: Collect the Star Coin.

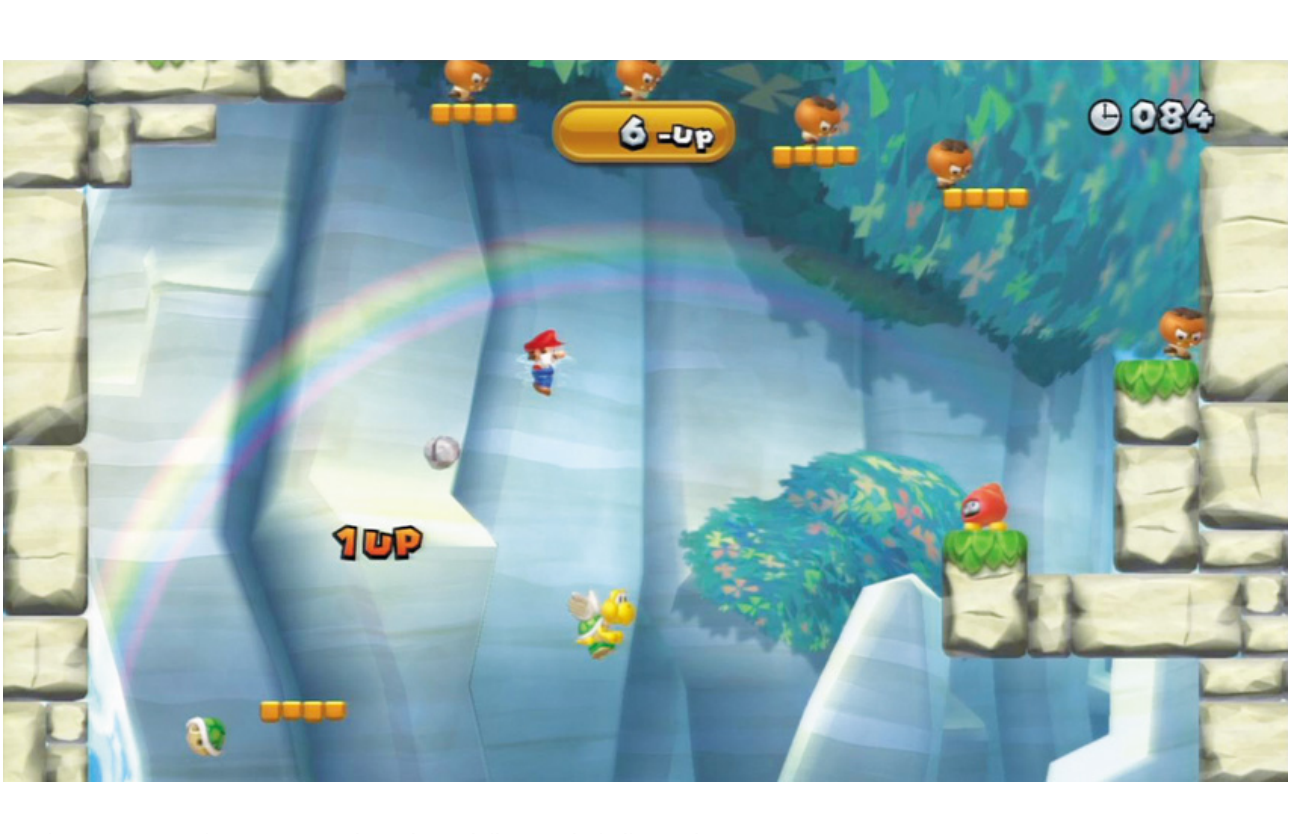


In this explosive Special Challenge, you must leap along a barrage of Bullet Bills as you bound toward a Star Coin. Wait on the starting ledge for the Bullet Bills to start flying—study them and look for a pattern. Bounce up the first few Bullet Bills that pass overhead, then wall jump off the left cliff to bounce off the highest Bullet Bill and land on the nearby ledge. Wait for your chance to drop all the way down and bounce off the lowest Bullet Bill, then wall jump off the ledge you fell from. Bounce off another Bullet Bill and wall jump your way up the right ledges. You're nearly there—drop down carefully and collect that Star Coin!

Spin Jump, Get Dizzy

Difficulty:	★★★

- Objective: Stomp on enemies using only the Spin Jump without touching the ground to earn 1-Ups.

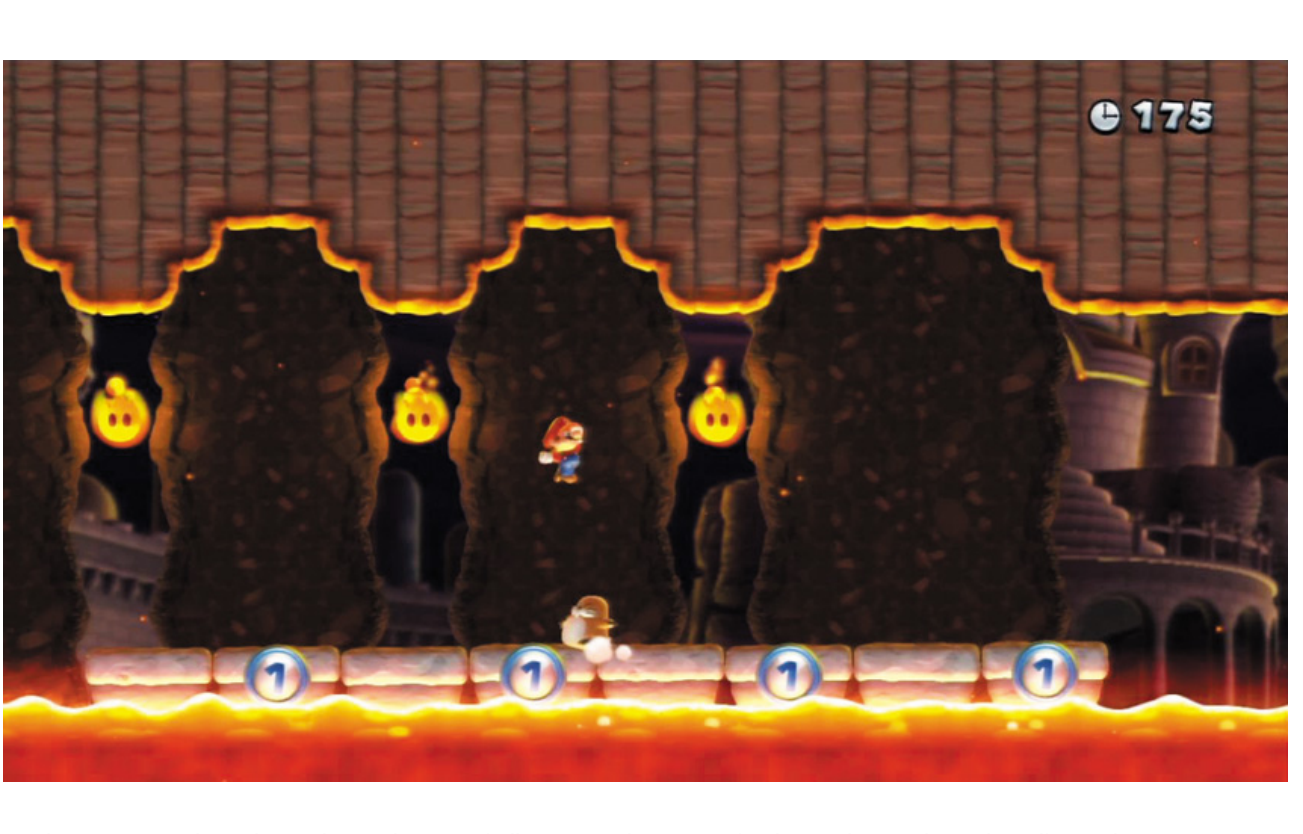


Work your way up the mountainside in this uphill Special Challenge, bouncing off every enemy to score 1-Ups as you go. You may only use the spin jump during this event—not midair spins after regular jumps, but spin jumps. You must also avoid touching the ground. The spin jump can be tricky to predict, but you only need to score three 1-Ups to clear this challenge. Of course, you've got to stomp every enemy if you want to win the Gold!

Mole to Goal Returns

Difficulty:	★★★★

- Objective: Let Monty Mole onto the lift, and get him to the goal.



Guiding Monty Mole to the goal is made more challenging in this event, thanks to a host of hazards. Still, your basic strategy remains the same: Hang out near the center of the lift as often as possible to keep Monty from running off the edge, and defeat each enemy that lands on the lift to keep it moving along. Lava Bubbles and other obstacles make it impossible to remain in the lift's center the entire time, so move to the edges as needed—but be careful not to let Monty fall!

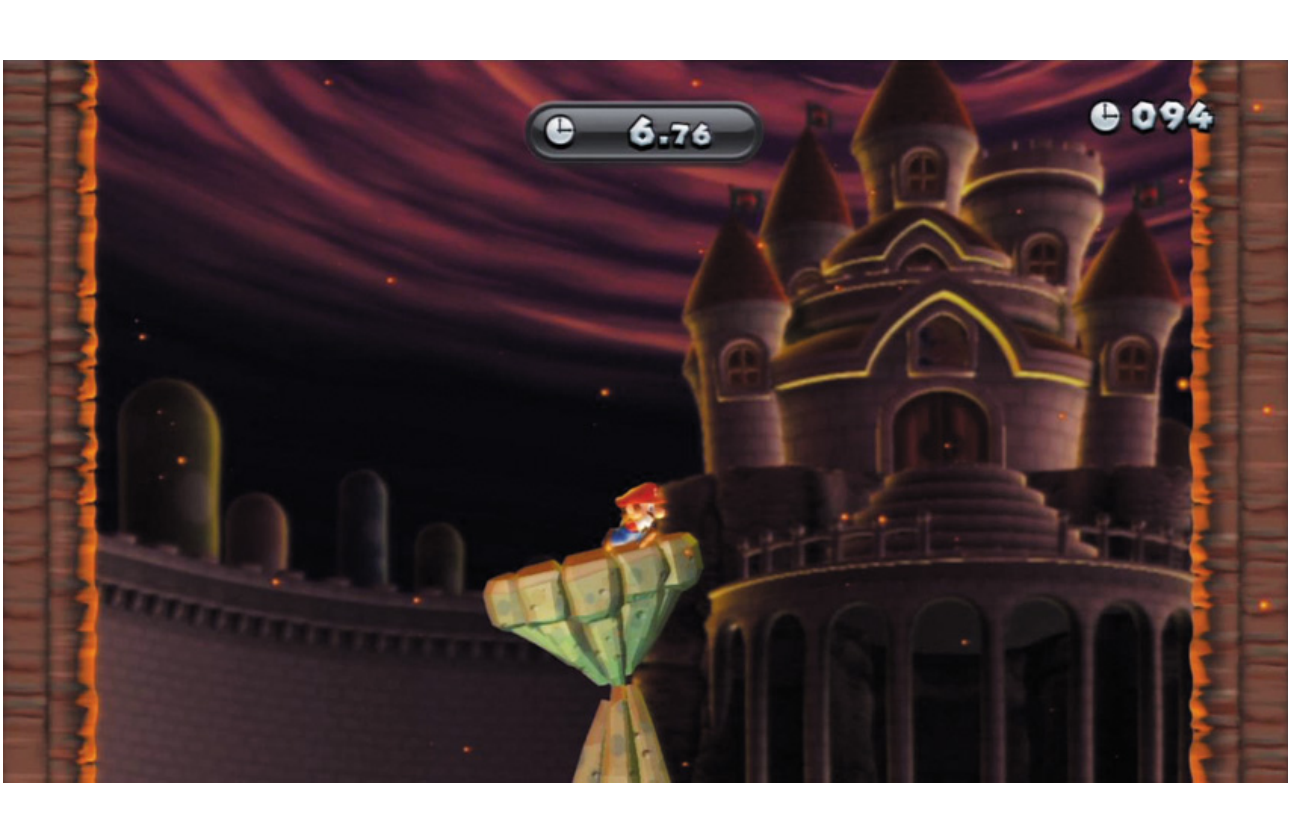
Tip

Get into a rhythm when you jump over Monty, aiming to leap just before the Lava Bubbles fly up. Spin in midair as well to maintain height and control.

Wobble and Rock

Difficulty:	★★★★

- Objective: Stay on the Wobble Rock as long as possible without jumping.

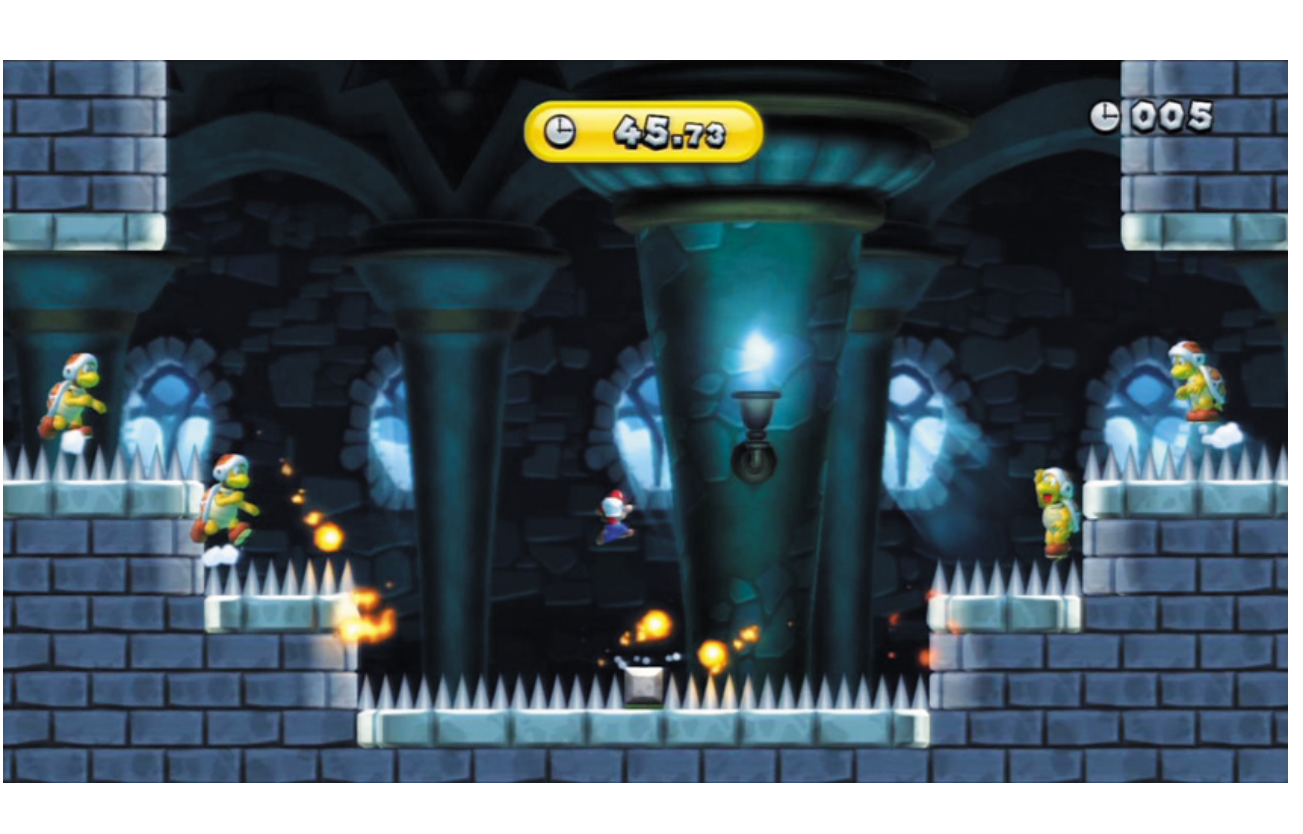


The Wobble Rock is back, and it's wobblier than ever! There's no jumping allowed this time around, so you must dash back and forth across the rock, doing your best to balance it out on foot. If the rock starts to tip too far to one side, stand on the other side for a moment. Otherwise, simply dash back and forth as fast as you can to keep the rock from falling. Survive for at least 10 seconds to clear the Challenge!

Seriously! Fire, Bro!

Difficulty:	★★★★

- Objective: Dodge the fireballs for 15.00 or longer.



If you thought two Fire Bros were tough to handle, try avoiding the fireballs of four! You'll need to perform all manner of jumps during this challenge—short hops, tall leaps, and probably midair spins as well to avoid landing atop unexpected fireballs. Do your best to anticipate those inbound projectiles, and try not to jump any higher than you must to avoid them. Get into a rhythm, or else you're toast!

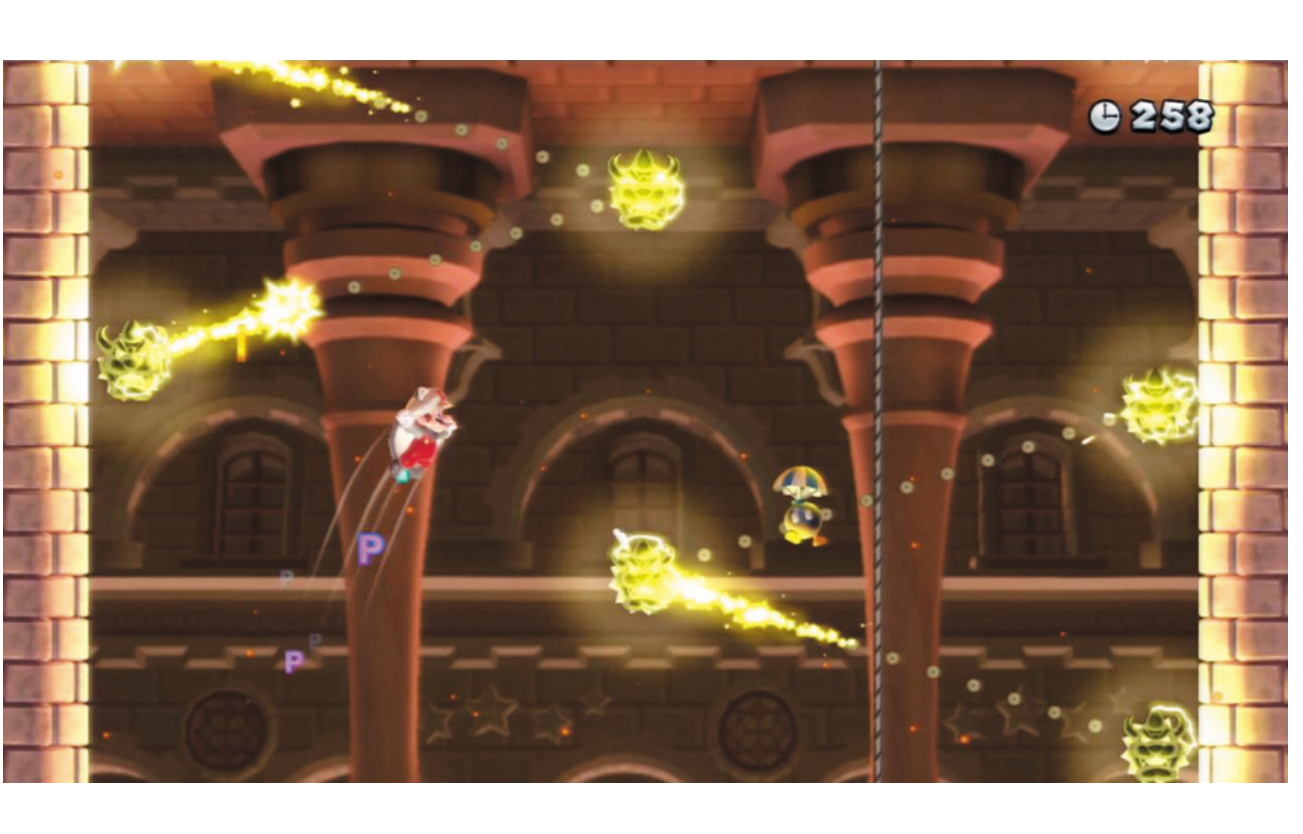
Tip

Like before, you can wipe out those filthy Fire Bros by surviving to the 50.00 mark!

Elevator Out of Service

Difficulty:	★★★★

- Objective: Reach the goal ring without using the lift.



The Red-Hot Elevator is out of service—you'll need to scale this treacherous tower with the aid of Power Squirrel Mario! In this form, you have all the same advantages as Flying Squirrel Mario, but you can perform flying squirrel jumps over and over without landing. This gives you the power to fly all the way up the tower—as long as you're careful to avoid every enemy on the way up!

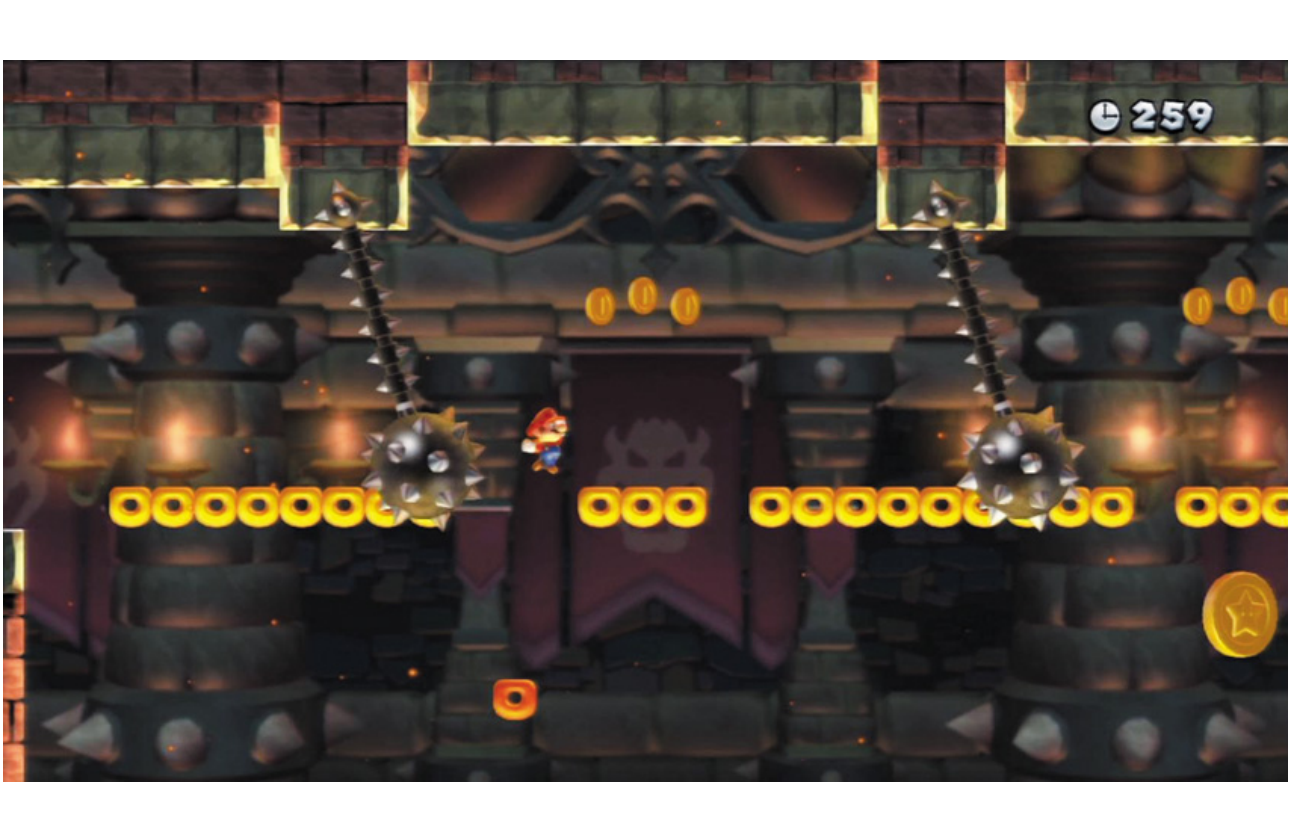
Tip

If you're about to glide into an enemy, try performing a short ground pound to avoid the hit!

Castle Crawl

Difficulty:	★★★★

- Objective: Reach the Goal Ring without dashing.

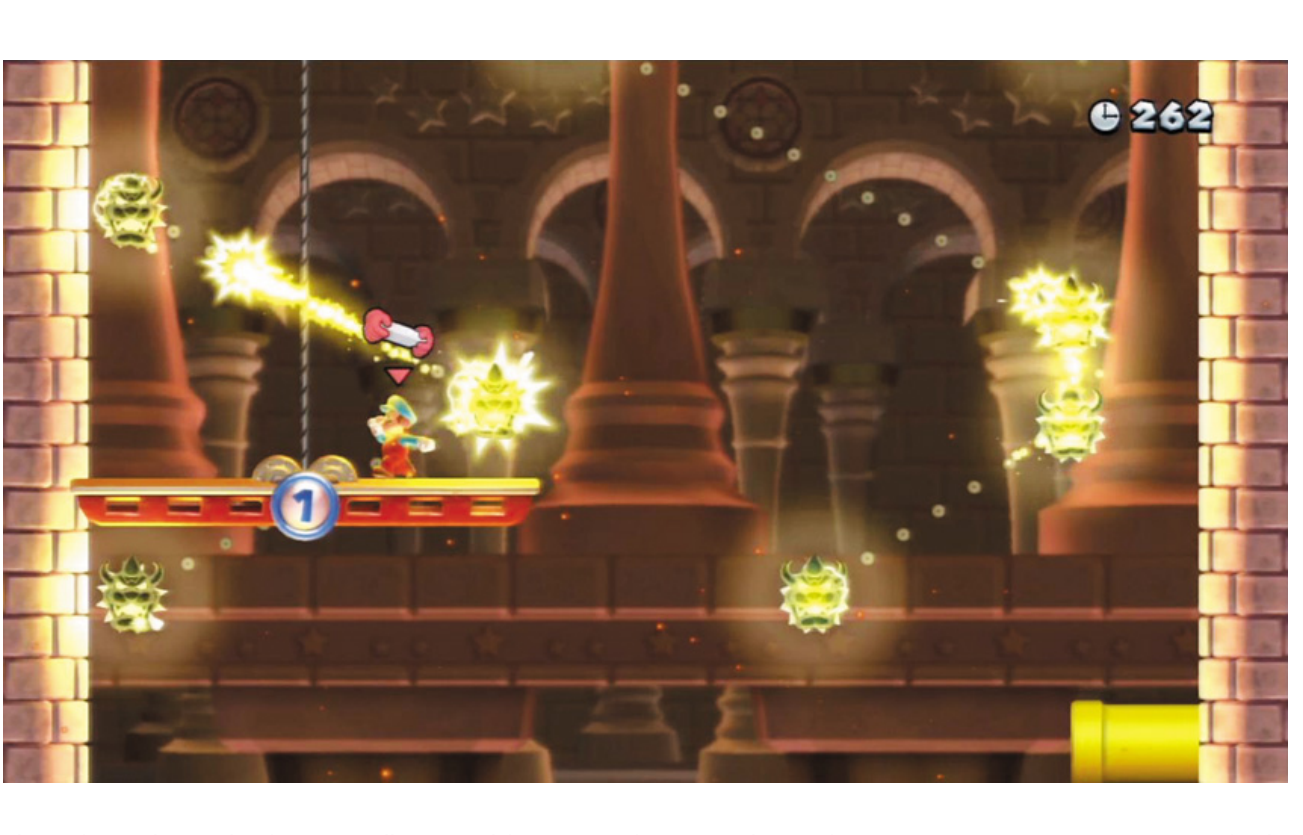


Keep your thumb away from the dash button as you make your way through this trap-filled castle. If you've played the Pendulum Castle in Story Mode, you already know that this is an extremely challenging stage. Time your moves with great care to slip past each Spinner. The tactics for getting through the castle are largely the same as the ones detailed in the "Superstar Road—Pendulum Castle" section. However, you must be a little more creative during this run. Crouch to avoid certain Spinners (like the first one), or fall along with Donut Blocks and then quickly jump off the Donut Block to slip past others.

Express Elevator

Difficulty:	★★★★★

- Objective: Reach the Goal Ring in Ice Mario form without letting enemies or Coins touch the lift.

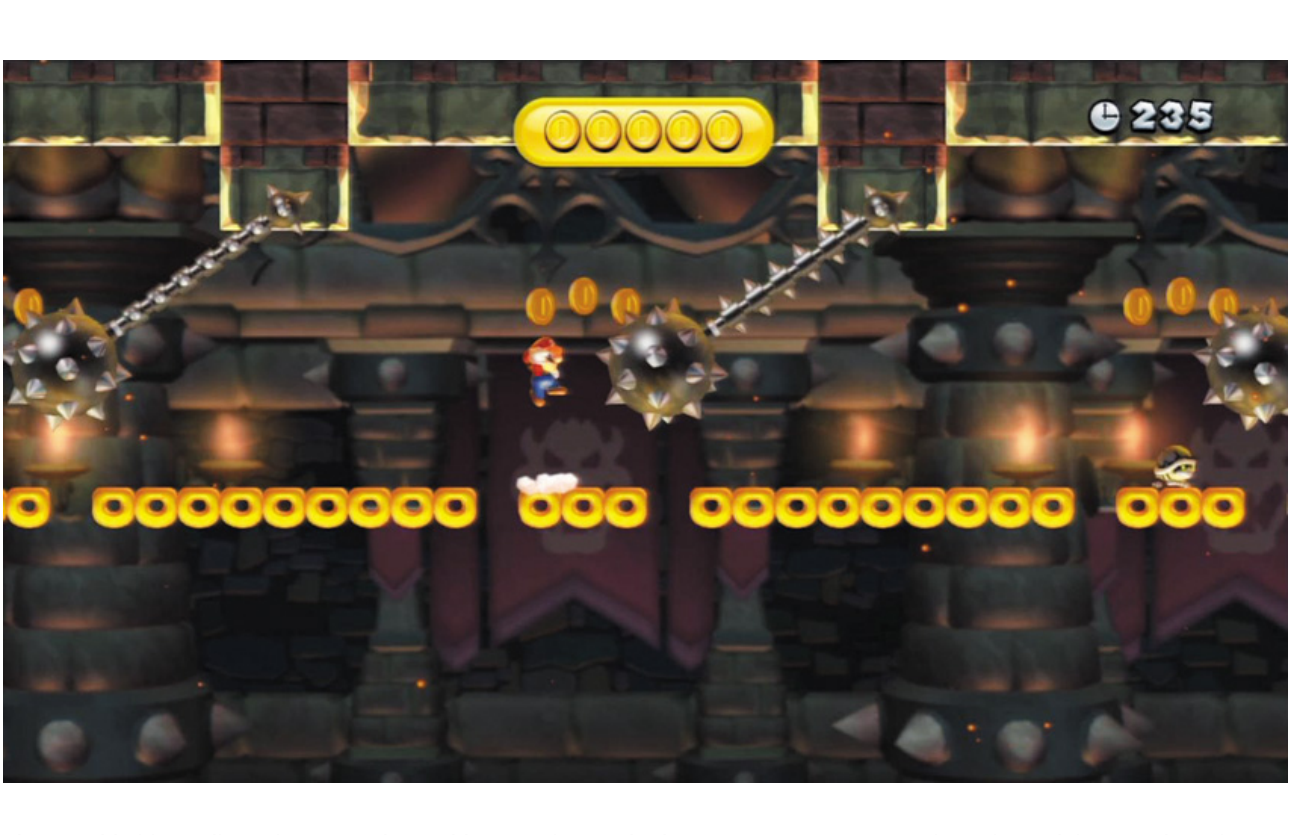


The Red-Hot Elevator has been partially repaired, but it can only support the weight of Mario—no enemies or Coins must land on the lift as you ride upward. Steer the lift away from enemies, and jump to collect Coins that drift toward you on parachutes. Once you're past the initial groups of Goombas, move all the way over to the left side of the tower, and jump or crouch as needed to avoid the currents produced by the Bowser Stunners above. Ignore the first P Switch, and simply smash through the overhead Brick Blocks instead. When the Parabombs begin to fall, leap up and freeze any that might land on the lift, then quickly jump and smash them from below. Continue to stick to the tower's left side until you reach the Goal Ring, then swing over and grab it!

Cashless Castle Crawl

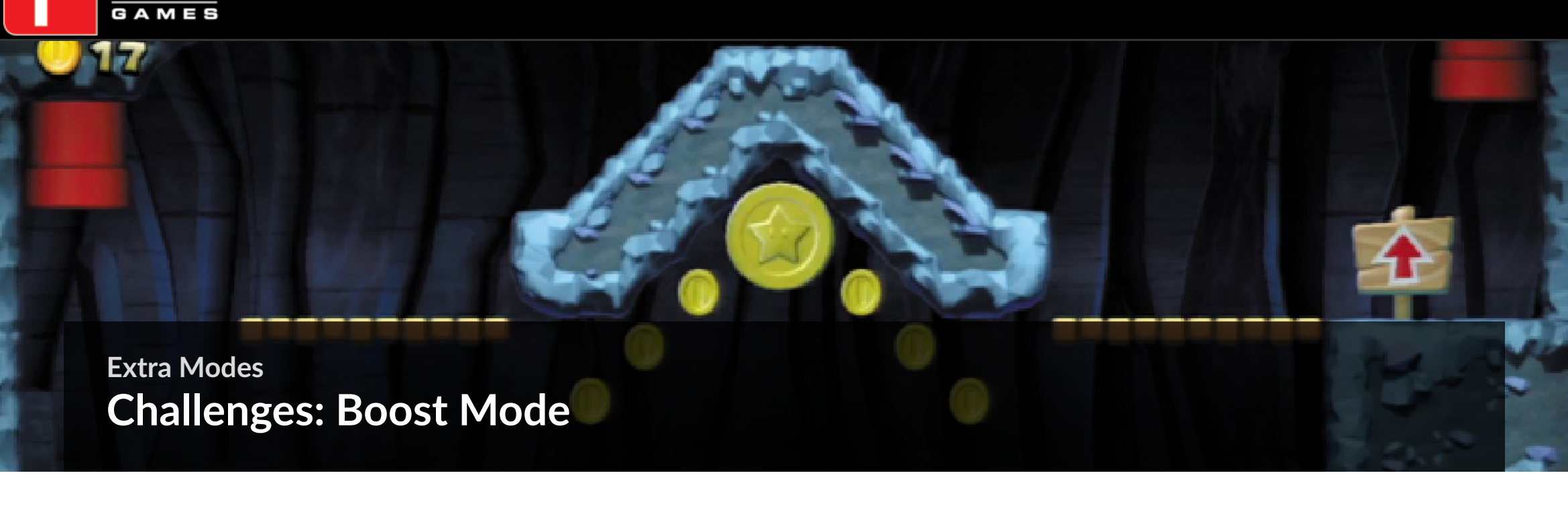
Difficulty:	★★★★★

- Objective: Reach the Goal Ring without dashing or collecting Coins. The Challenge ends if you collect six or more Coins.



The granddaddy of all Coinless runs, the Cashless Castle Crawl asks you to once again pass through Pendulum Castle without dashing—only this time, you must avoid all those Coins! This won't be easy, so here are some vital tips:

- Let the first Spinner swing to the right, then drop down and hop over the Coins below it. Leap up to the higher Donut Blocks and crouch to avoid the Spinner on the back swing.
- Slip past the next Spinner, then jump on the lower Donut Blocks as you wait for the third Spinner to swing to the left. Move past the Spinner and perform a spin jump to slip under the Coins beyond.
- You'll need to fall with the Donut Blocks to slip past the long stretch of Spinners that follows. For each Spinner, move behind it as it swings to the right, then stop and crouch on the final Donut Block beneath the Spinner. Fall with the Donut Block while the Spinner is changing direction and about to swing to the left. Jump from the Donut Block to bypass the Spinner before you fall too far!
- As you move through the rest of the castle, continue to leap from falling Donut Blocks to avoid Spinners, and use spin jumps to slip beneath low-hovering Coins.
- When you hit the ? Switch at the end of the course, crouch near the Coins at the bottom of the pink blocks to avoid the final Spinner. Jump past the Coins afterward and leap up to the Goal Ring. All right, you made it!



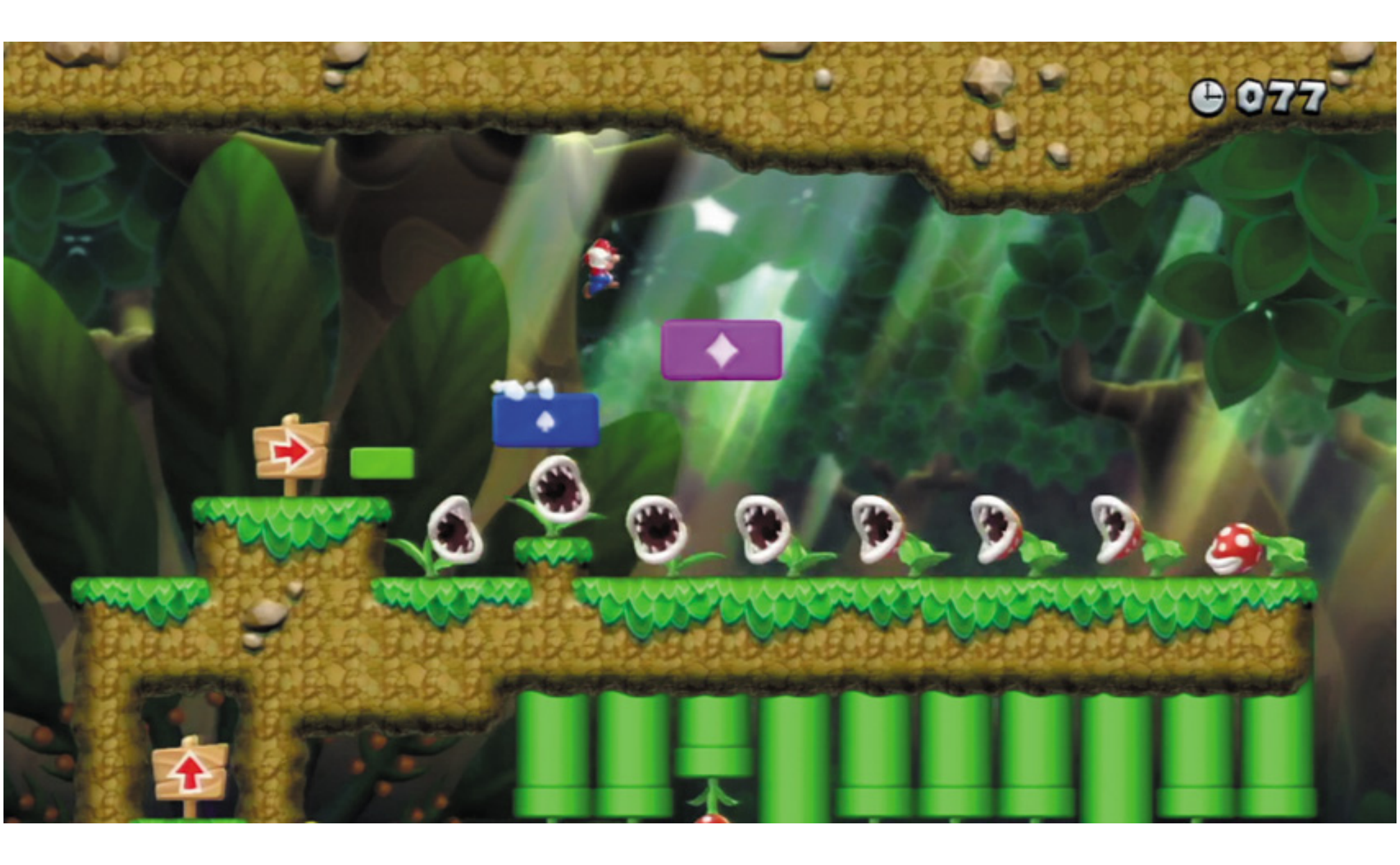
Extra Modes

Challenges: Boost Mode

Piranha Plant Hideaway

Difficulty:	★

- Objective: Use Boost Blocks to reach the Goal Ring.

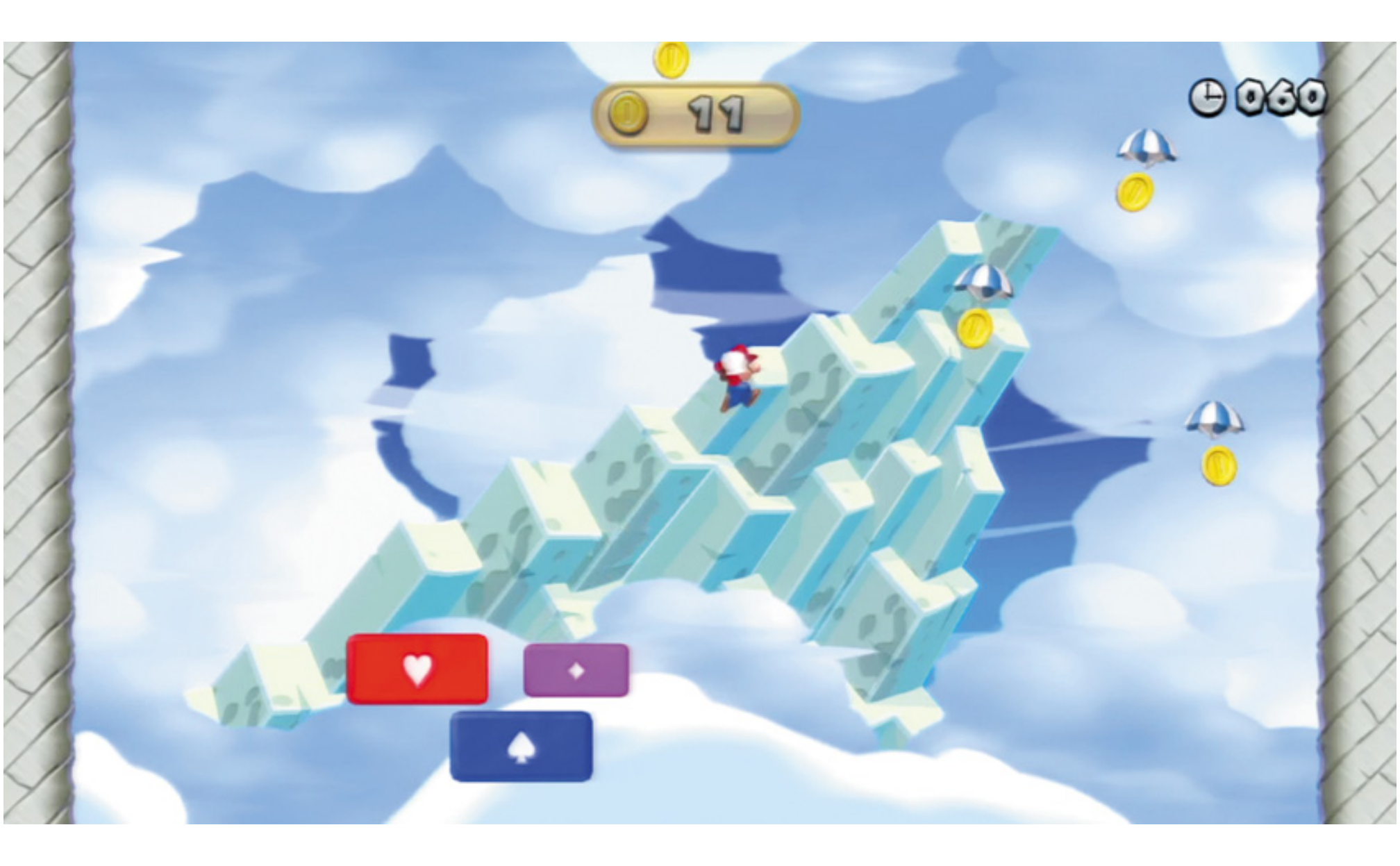


Boost Mode Challenges are two-player events—one gets to play as Mario, while the other uses the gamepad to assist Mario in reaching the goal. In this first Challenge, the gamepad player must place Boost Blocks in a clockwise fashion, so that Mario can safely move around the area without touching the Piranha Plants. When Mario nears the Goal Ring, the gamepad player should tap the Big Piranha Plant to stun it so that Mario can safely touch the Goal Ring. Now that's teamwork!

Coins in the Forecast

Difficulty:	★

- Objective: Use Boost Blocks to collect as many Coins as you can.

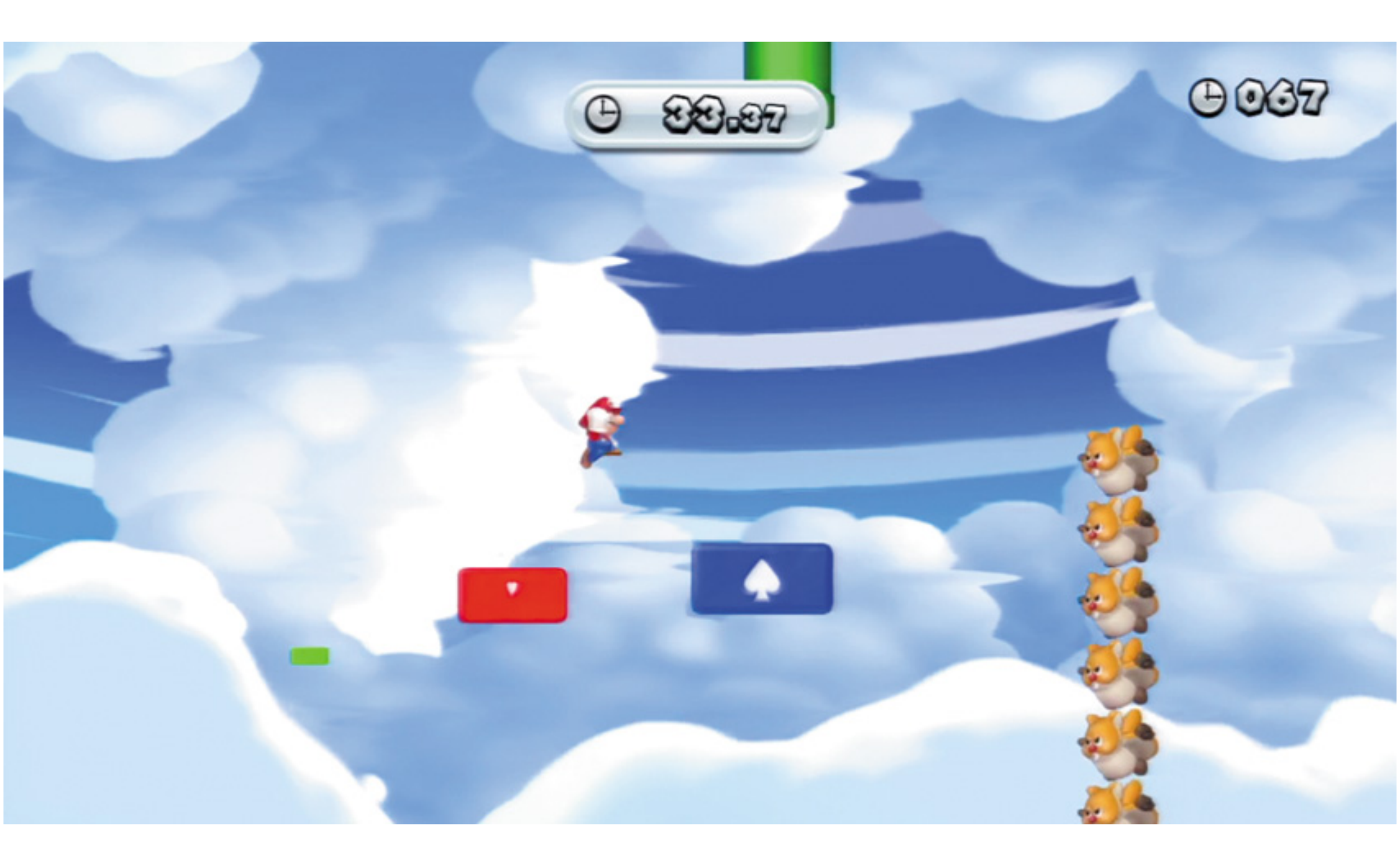


In this Boost Mode Challenge, Mario must jump around and collect Coins that slowly float down on a parachutes. There's no ground to stand on, so Mario relies on the gamepad player to place plenty of Boost Blocks for him to stand on. As the gamepad player, try to ensure there are at least three Boost Blocks in play at all times—this gives Mario options as to where he can jump. Mario only needs to grab 10 Coins to clear this event, and there are no hazards to worry about—except falling, of course!

When Waddlewings Attack

Difficulty:	★★

- Objective: Use Boost Blocks to reach the goal in 100.00 or less.



In this Challenge, Mario must make his way to a remote goal without being hit by a single Waddlewing. The gamepad player must place Boost Blocks and create a path for Mario to move along. The Waddlewings come in waves, forcing Mario to change elevation as he moves onward. You have plenty of time to work with, so take your time and use plenty of Boost Blocks. Later, when you're more accustomed to Boost Mode, you'll feel more comfortable spreading out the Boost Blocks and letting Mario make long leaps as he motors toward the goal!

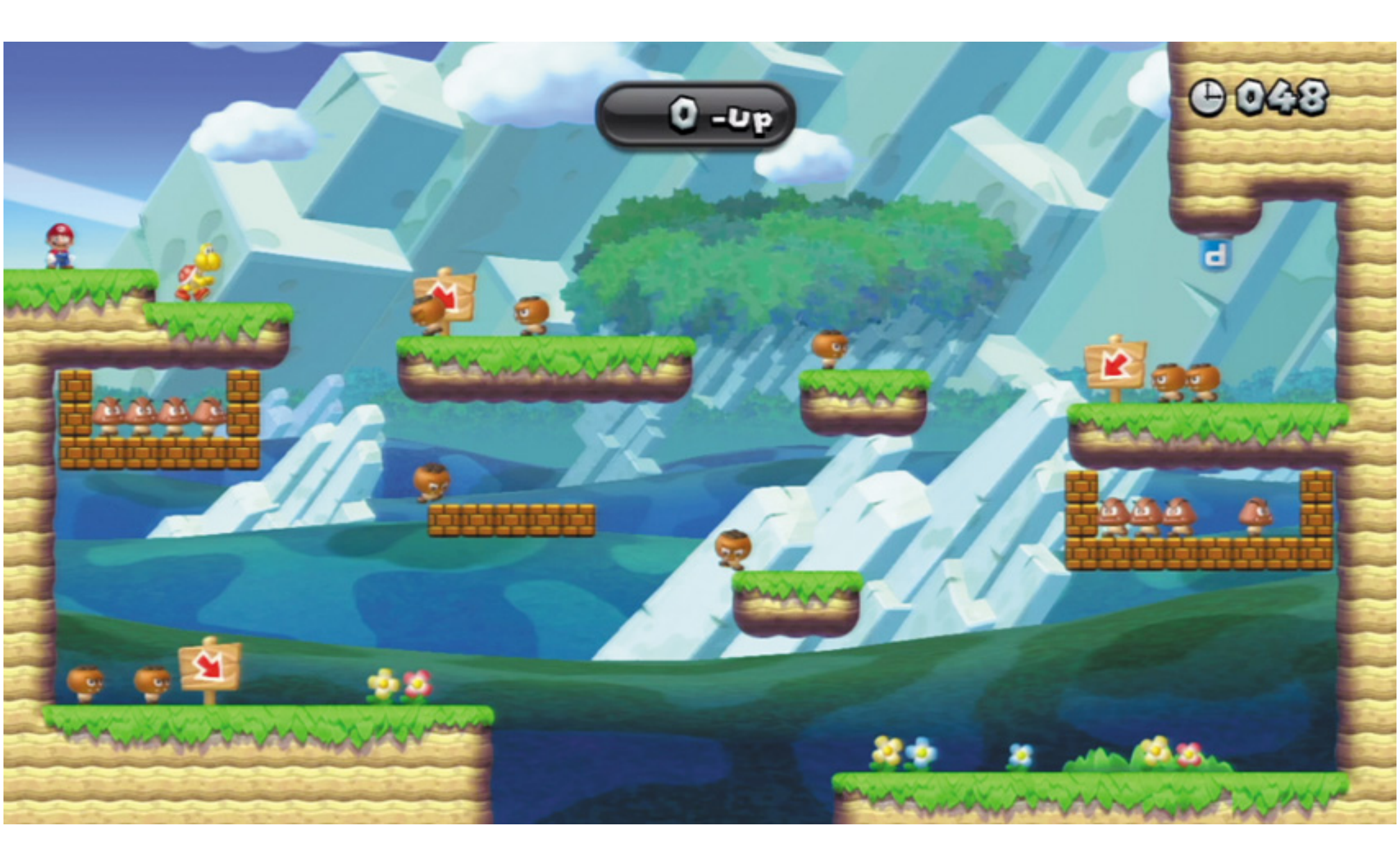
Tip

Bounce off the Waddlewings to gain extra height and distance when no Boost Blocks are about!

The Perpetual Shell

Difficulty:	★★

- Objective: Use Boost Blocks to earn 1-Ups with the shell. The Challenge ends if the shell comes to a stop.

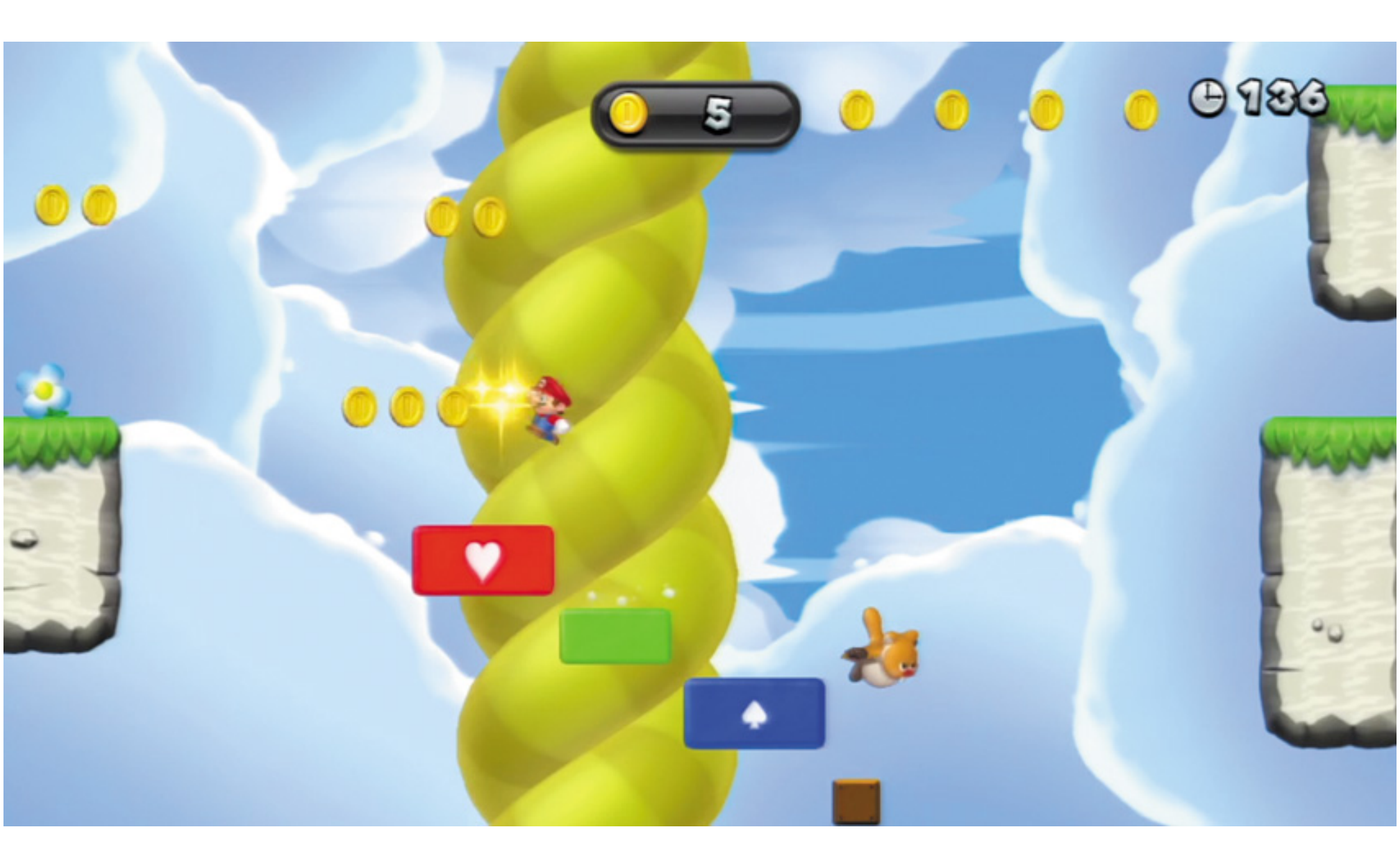


In this puzzling Challenge, the players must guide a shell into hitting a number of Goombrats. The gamepad player can kick things off by tapping the lone Koopa to stun it so that Mario can quickly toss the shell to the right. Mario must then chase after the shell as it wipes out the upper Goombrats, moving to hit the overhead P Switch on the right to turn all of the area's Brick Blocks into Coins—this causes the Goombrats on the Brick Blocks to fall. Meanwhile, the gamepad player must place Boost Blocks to guide the shell so that it falls from the P Switch ledge, hits the lone Goombrat on the central ledge, wipes out all of the Goombrats on the lower-left ledge, and then crosses the central pit to defeat the Goombrats on the right. You don't need to defeat every Goombrat to beat this Challenge, mind you—only if you want to score the Gold!

Boost Block Coin Stalk

Difficulty:	★★★

- Objective: Use Boost Blocks to collect Coins, and reach the Goal Ring.



Mario moves ever upward in this Boost Mode Challenge, aiming to claim as many Coins as possible while scaling a giant beanstalk. The beanstalk sprouts no Leaf Platforms, so the gamepad player must place plenty of Boost Blocks to help Mario collect the Coins on his way to the top. It helps to coordinate with your buddy and come up with a plan of how to move through the stage and collect the Coins. Mario must grab at least 60 Coins to clear this Challenge.

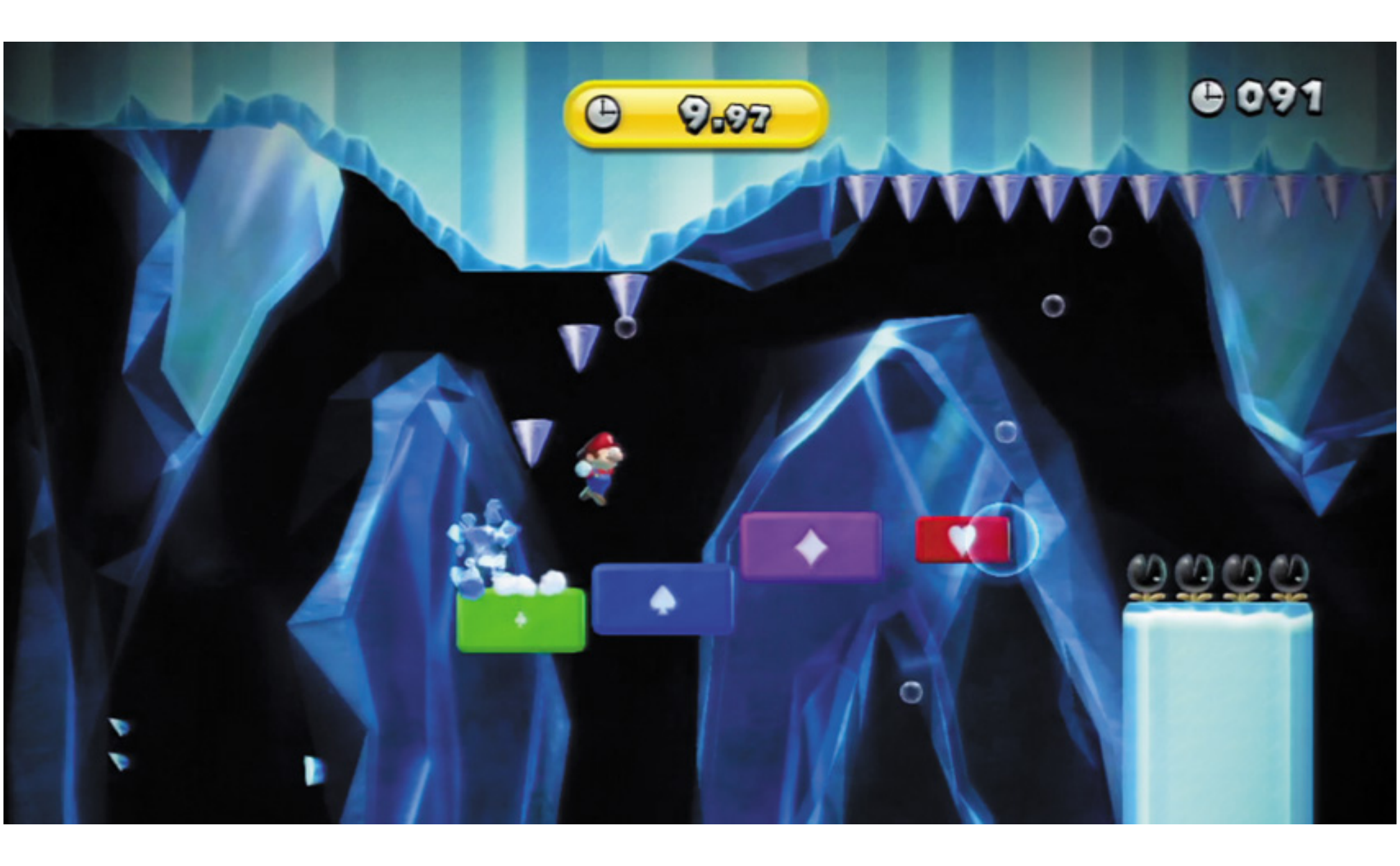
Tip

Touch the Red Ring and collect the Red Coins that appear—they count as Coins, too!

Icicle Falls

Difficulty:	★★★

- Objective: Use Boost Blocks to avoid the icicles, and reach the goal in 100.00 or less.



Mario must rely on his gamepad buddy as he rushes through this dangerous ice cave. Place plenty of Boost Blocks to guide Mario through the cave, keeping him as low as possible to give him enough time to move past the falling Icicles. Just keep placing those Boost Blocks ahead of Mario so that he can speed through the stage without pause. You've got plenty of time to work with, but you must stay ahead of those icicles if you wish to win Gold!

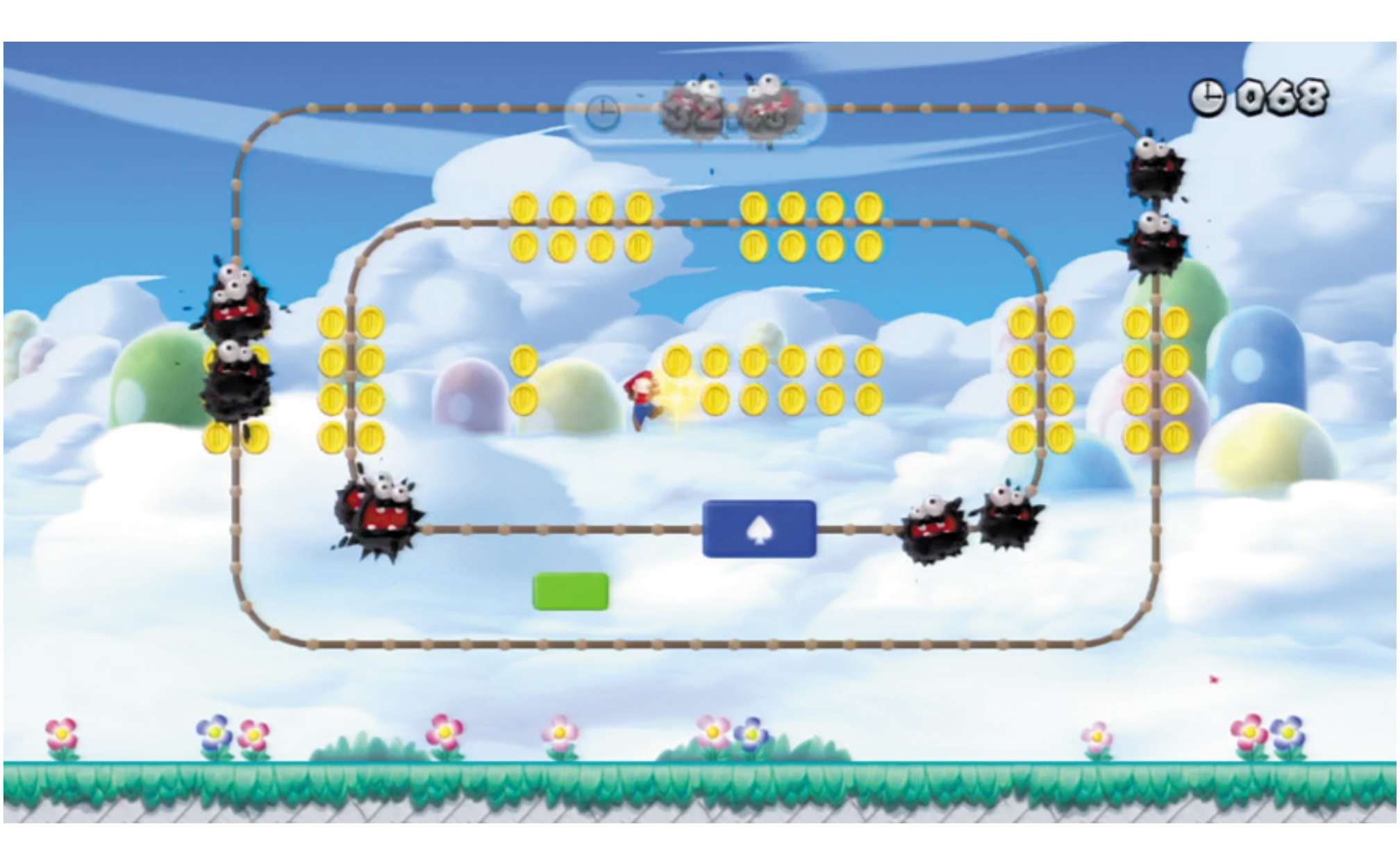
Tip

In a pinch, place Boost Blocks above Mario to protect him from falling icicles.

Fuzzy Alert!

Difficulty:	★★★

- Objective: Use Boost Blocks to collect all the Coins in 100.00 or less.



A mob of Fuzzies guards a host of floating Coins in this unique Challenge. Mario must avoid the Fuzzies while leaping up to grab Coins with the aid of the gamepad player's Boost Blocks. Simply place Boost Blocks in key areas so that Mario can jump up and collect all of the Coins. Work methodically, collecting one group of Coins before moving on to the next.

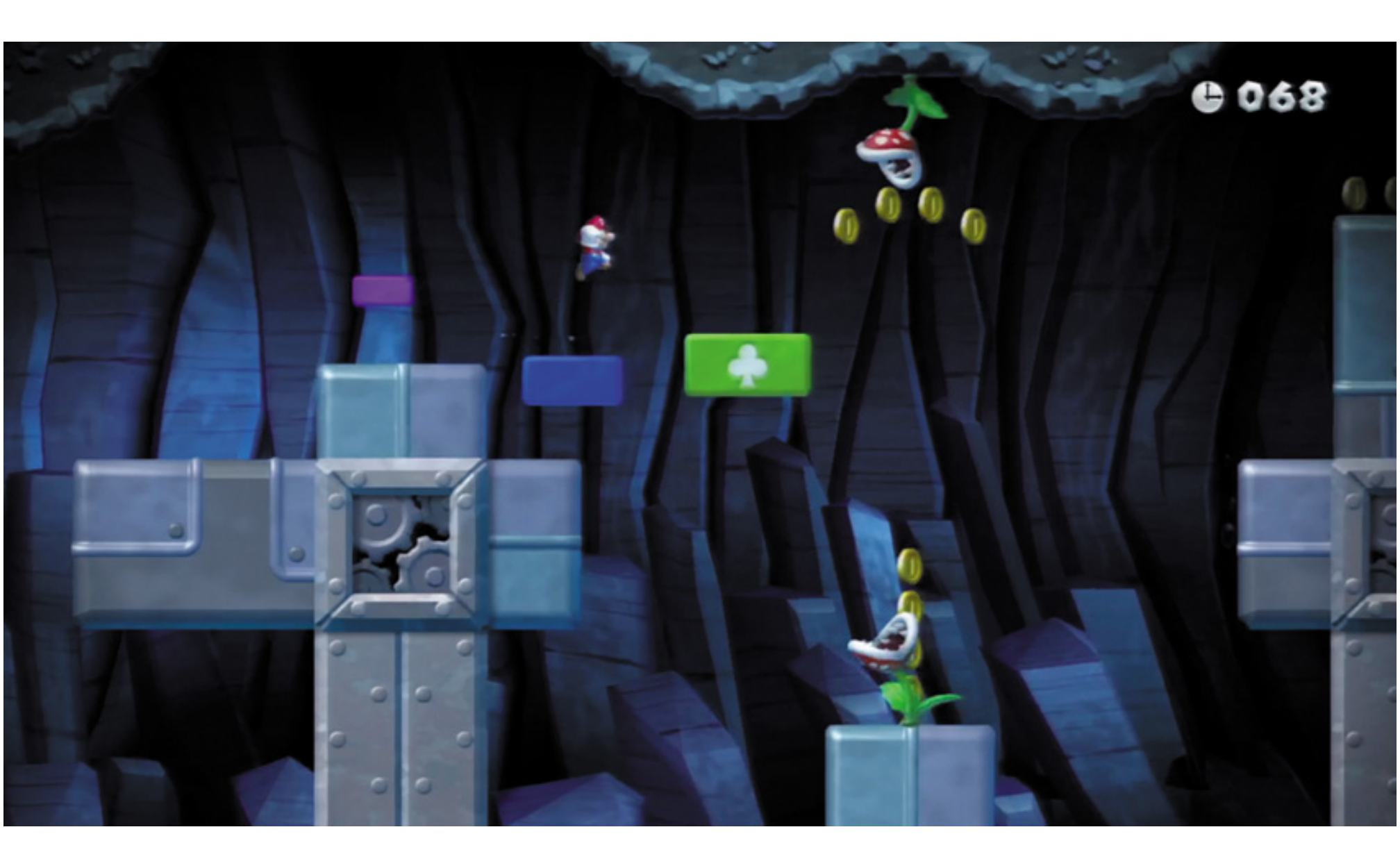
Tip

Try placing Boost Blocks to "wall off" the Fuzzies. The gamepad player can also stun Fuzzies by tapping them.

The High Road

Difficulty:	★★★

- Objective: Use Boost Blocks to reach the goal ring without stepping on the moving platforms.



Mario must navigate a treacherous cave in this difficult Challenge, dodging enemies and using Boost Blocks to avoid landing on the many moving platforms. This is likely to be the most difficult Boost Mode Challenge you've faced thus far, so expect to experience some trial and error here. Whenever possible, spread out the Boost Blocks so that Mario can leap straight over the moving platforms. Allow Mario to deal with enemies, and simply focus on keeping the Boost Blocks coming so that Mario is never left to guess where to jump next. You have ample time to reach the finish, so don't feel like you have to rush!

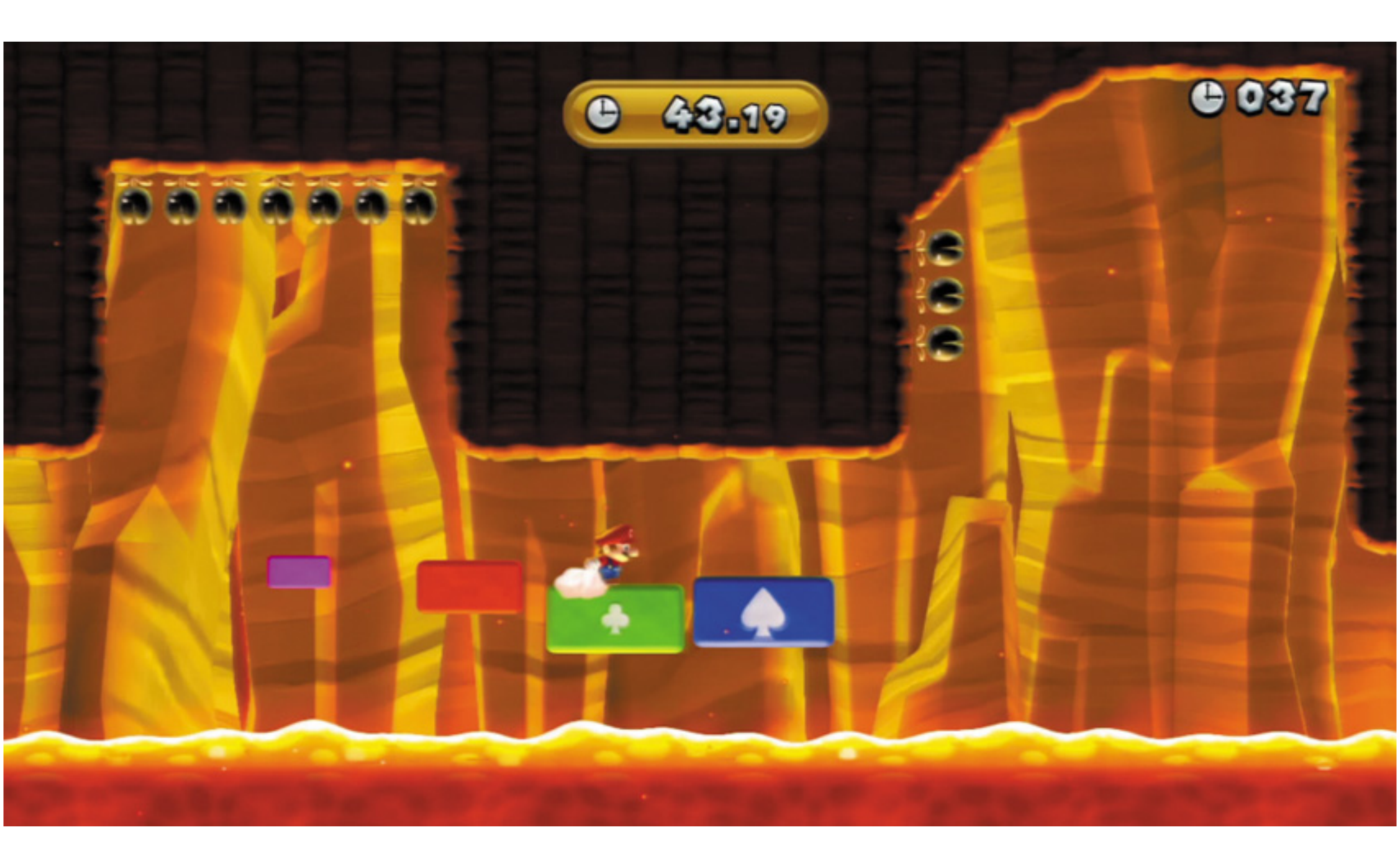
Tip

Mario can't touch the moving platforms, but he can catch his breath by landing on Blocks and ledges.

Three-Legged Lava Race

Difficulty:	★★★★

- Objective: Use Boost Blocks to reach the goal in 80.00 or less.

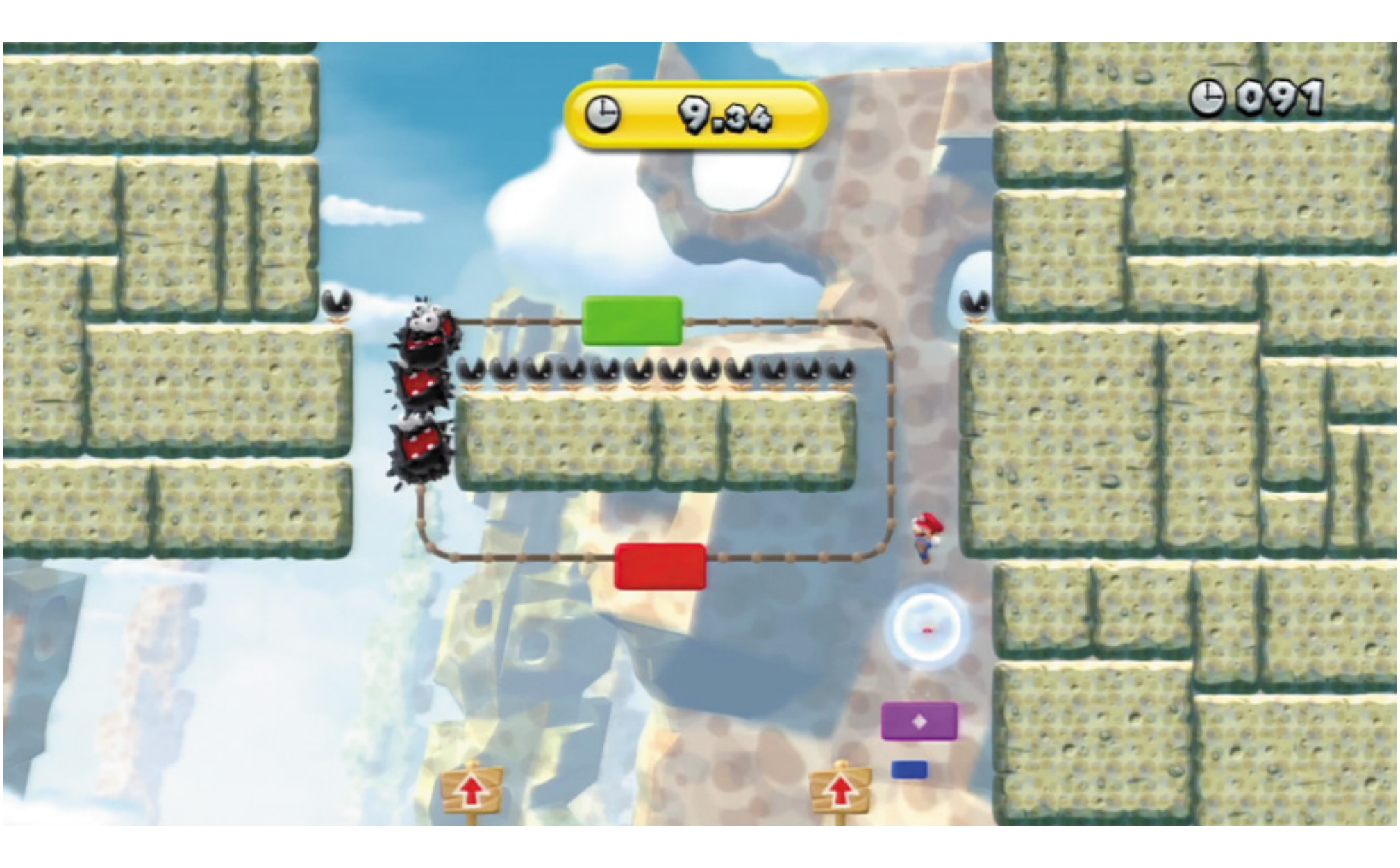


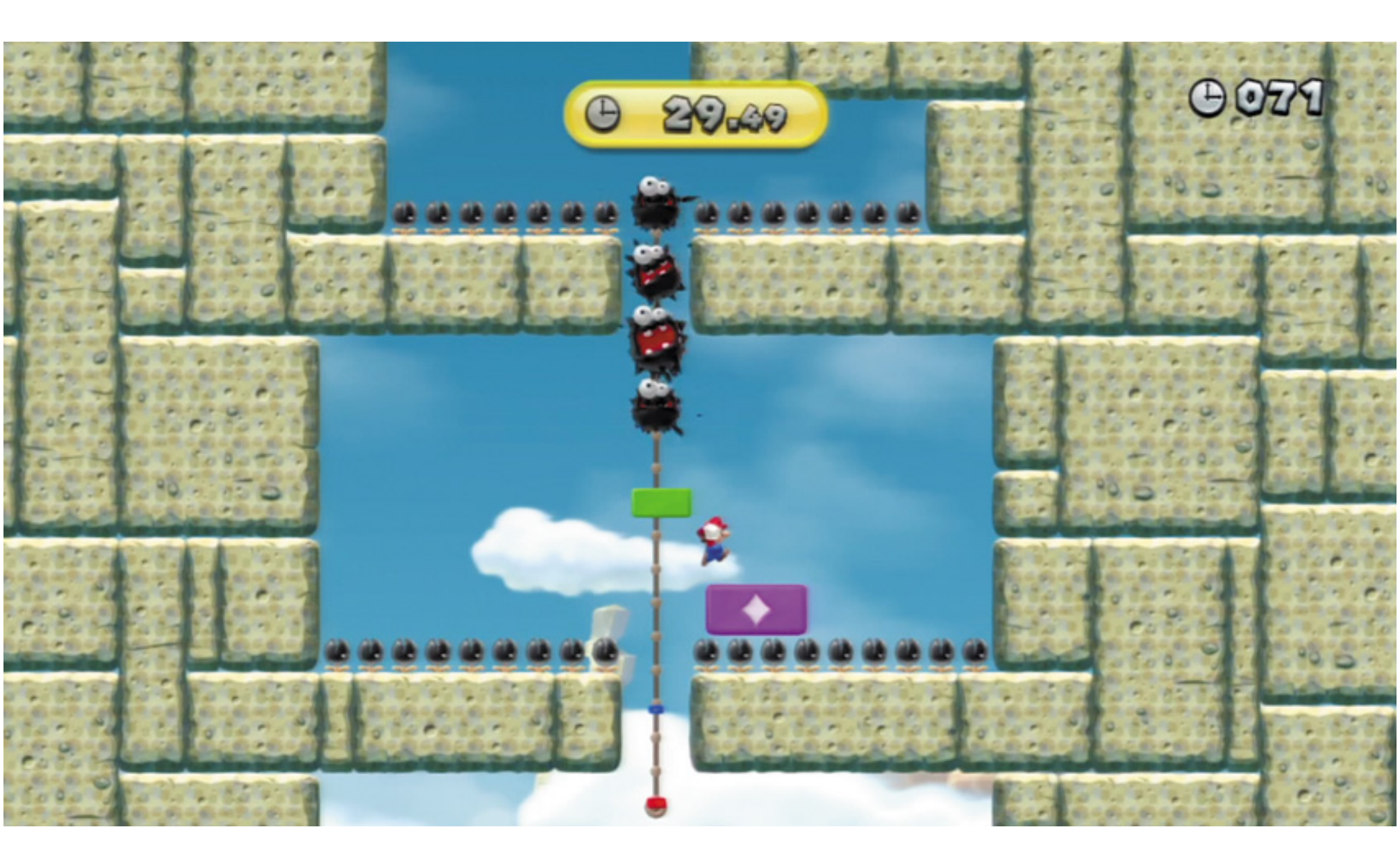
A rising tide of lava is a constant threat during this intense Challenge. Quickly lay down Boost Blocks so that Mario can motor along while the lava is low, then guide him up and around obstacles whenever the hot stuff rises. Set Boost Blocks right atop the Munchers so that Mario can simply leap across them. This stage isn't very long, but you've got to move quick if you're going for the Gold!

Fuzzy Cliff Climb

Difficulty:	★★★★

- Objective: Use Boost Blocks to reach the goal in 100.00 or less.



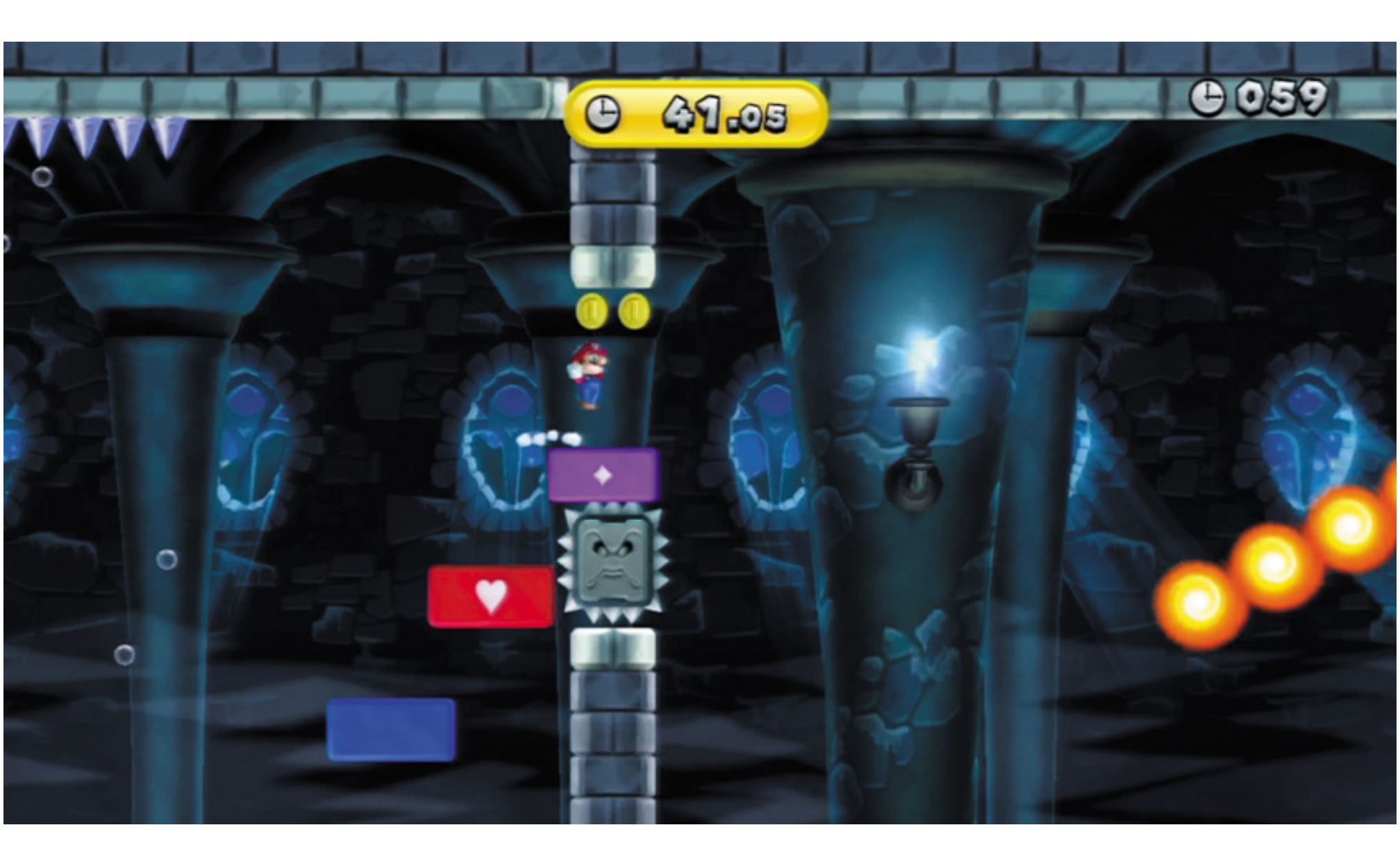


Mario must climb a Fuzzy-filled mountain in this difficult Challenge. The gamepad player can begin by tapping and stunning the first group of Fuzzies while Mario moves over to the right. Once all of the Fuzzies are grouped together, quickly place two Boost Blocks to trap them on the left. Mario should then start jumping in place so the gamepad player can place Boost Blocks beneath him—keep this up to help Mario climb past the Fuzzies before they're freed. When you reach the second group of Fuzzies, seal them off with a Boost Block while they're all up high, then place more Boost Blocks beneath Mario each time he jumps. Guide Mario over to a side nook before the Fuzzies escape, then allow the Fuzzies to move down low. Trap the Fuzzies afterward with another Boost Block, then guide Mario up to the goal.

Thwomp Castle Cash Flow

Difficulty:	★★★★★

- Objective: Use Boost Blocks to collect all the Coins, and reach the goal in 100.00 or less.

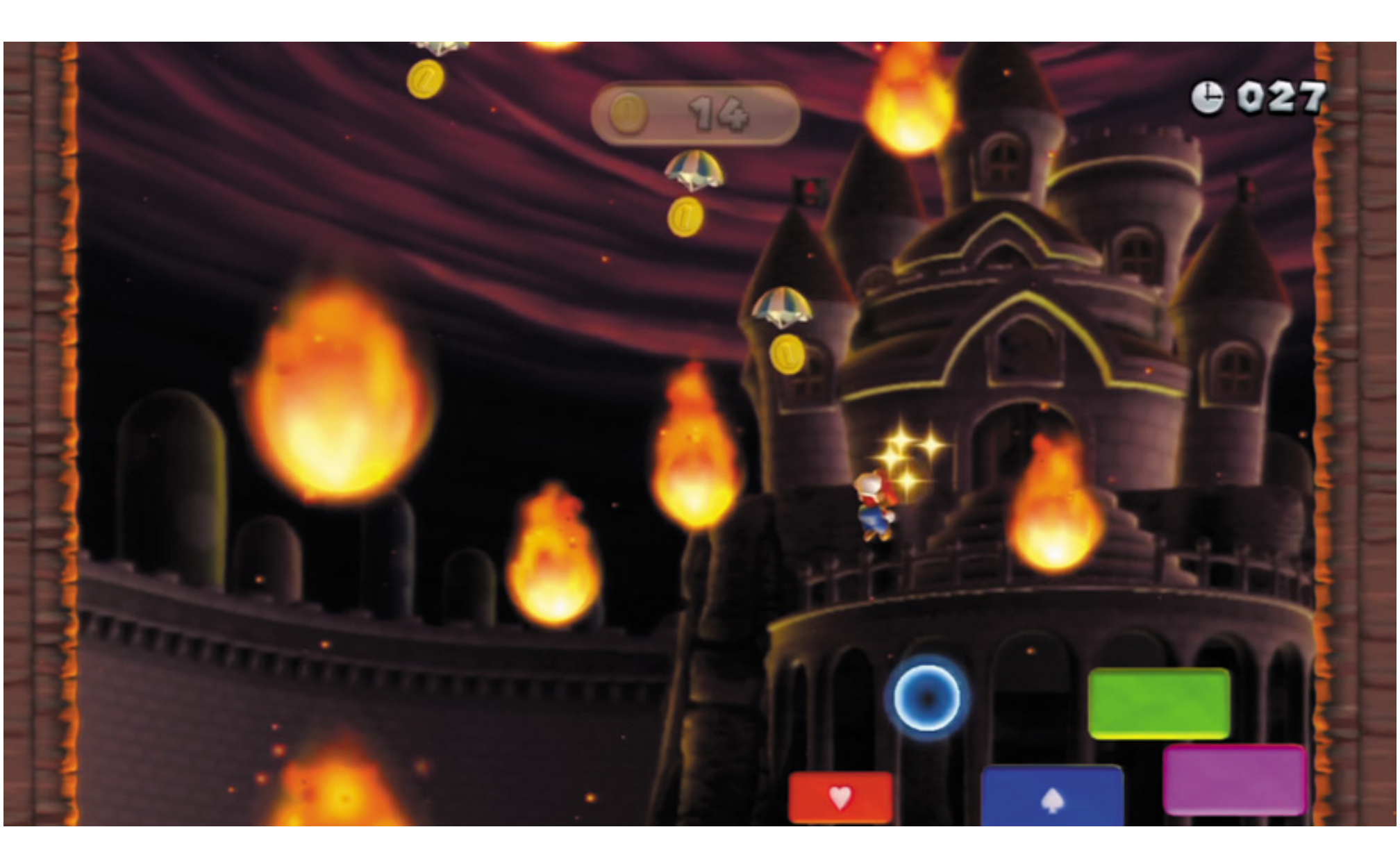


In this unique Challenge, the gamepad player must guide Mario through a Thwomp-filled castle, protecting him from falling Thwomps and Icicles as Mario moves to collect all of the castle's Coins. Place Boost Blocks beneath the Thwomps to prevent them from crashing down on Mario while he collects the Coins below them. When going after the higher Coins, Mario must sometimes bait the Thwomps into falling so that the gamepad player can place a Boost Block above the Thwomp and trap it. Then Mario can safely leap up and claim the Coins. Keep it up until you reach the finish!

Cloudy with a Chance of Fire

Difficulty:	★★★★★

- Objective: Use Boost Blocks to collect as many Coins as possible.



This Boost Mode Challenge is similar to Coins in the Forecast—only this time, Mario must dodge falling meteors while he jumps around and collects Coins. Place plenty of Boost Blocks to give Mario options on where he can leap, and try to keep the Boost Blocks low so that Mario has enough time to avoid the meteors as he collects the falling Coins.

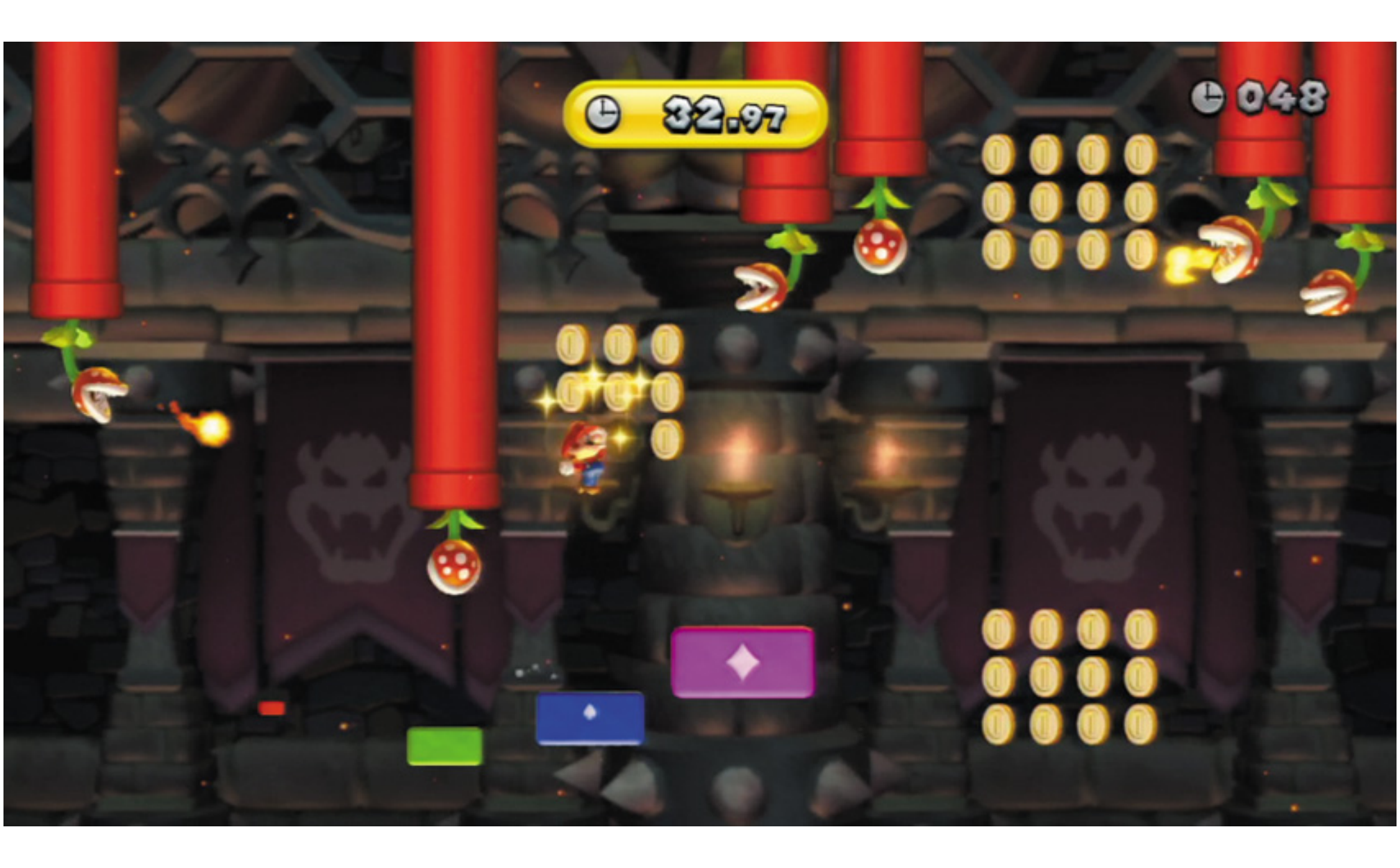
Tip

Tap meteors to destroy them before they hit Mario. You can also tap the Coins to pop their parachutes and cause them to drop toward Mario more quickly.

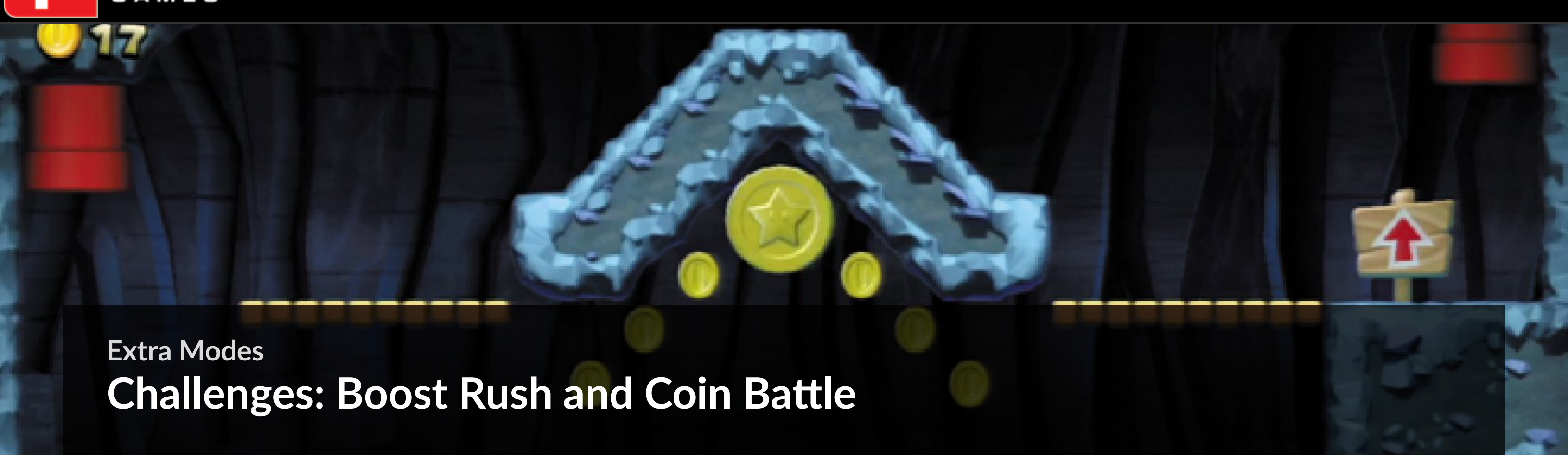
Ultimate Boost Blast

Difficulty:	★★★★★

- Objective: Use Boost Blocks to collect all the Coins, and reach the goal in 80.00 or less.



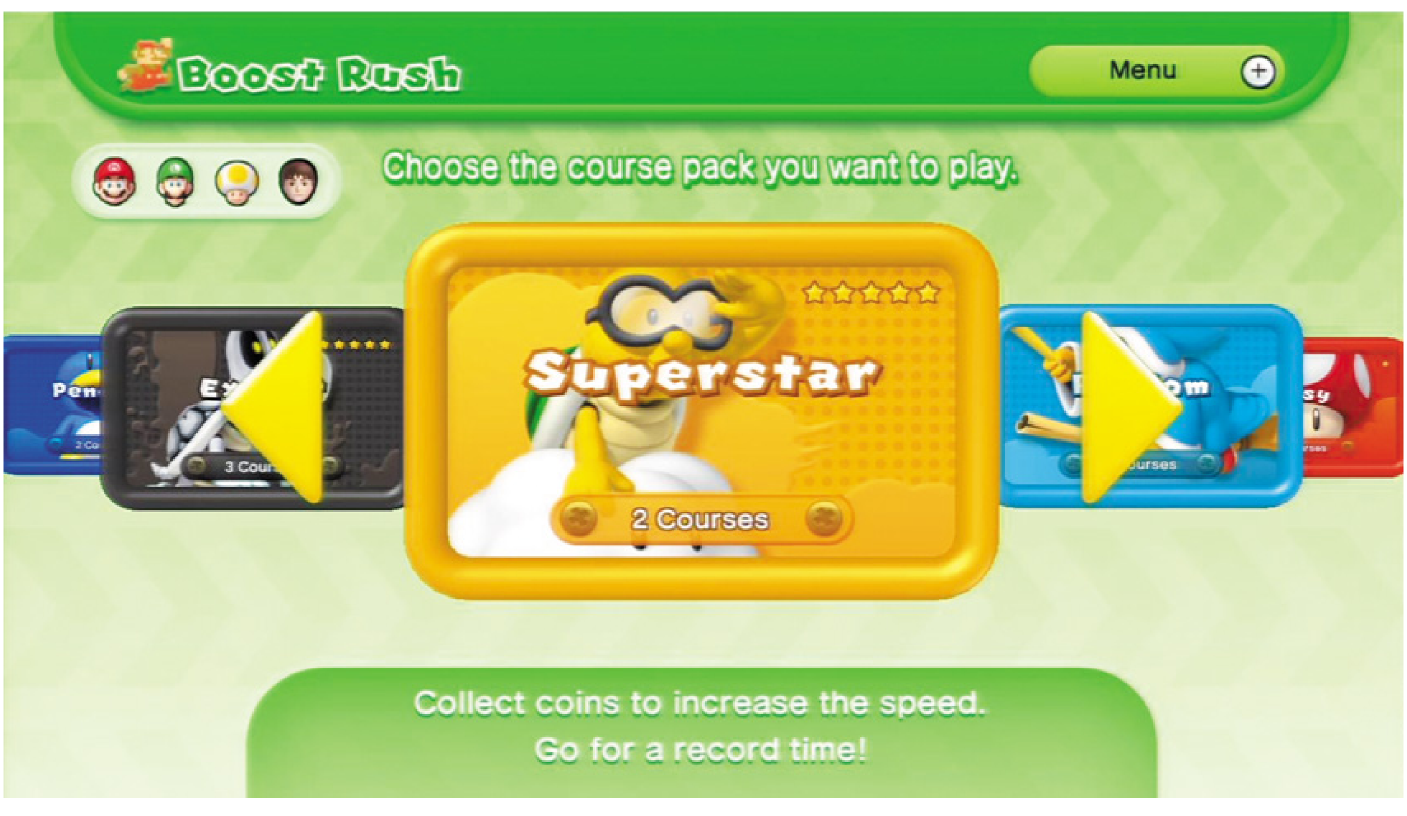
Danger lurks everywhere for Mario in this final Boost Mode Challenge. The gamepad player must place plenty of Boost Blocks to keep Mario from falling as he jumps around and collects Coins. A host of Fire Piranha Plants spit fireballs at Mario throughout this course—tap the Fire Piranha Plants before they fire to make them shrink back into their Pipes, and tap their fireballs to destroy them before Mario is singed. This course isn't long, as luck would have it—but the challenge just keeps heating up the whole way through!



Extra Modes

Challenges: Boost Rush and Coin Battle

Boost rush



Choose the course pack you want to play.

Collect coins to increase the speed. Go for a record time!

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In Boost Rush, one or more players must make their way through a series of unique courses, avoiding hazards and enemies as they strive to collect as many Coins as possible. The more Coins the players collect, the faster the stage will scroll—this makes it more and more challenging to stay alive and collect those Coins!

Note

At first, only a few Boost Rush course packs will be available. Play through Story Mode to unlock many more Boost Rush courses! The courses range from fairly easy to quite challenging, so there's something for players of all skill levels.

Note

One player can use the gamepad to place Boost Blocks in Boost Rush mode, helping (or hindering) the other players!

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84
Max Speed!

Boost Rush is a chaotic mode, and the variable speed dynamic makes it tough to provide specific course strategies. Nothing unlocks when you play Boost Rush—these games are just for fun! Keep the following tips in mind, though, and see if you can set some record times:

- Go for those Coins! The more you collect, the faster the stage will scroll, and the quicker you'll arrive at the goal. Plus, the player with the most Coins will be the winner!
- Grab Power-Ups! They'll help keep you alive and can give you an advantage over your rivals. Super Acorns are especially valuable!
- Snatch those Star Coins! Each one is worth 20 regular Coins, so they're well worth the effort.
- Break free of bubbles! You return in a bubble each time you're defeated, but you can't collect Coins while you're traveling in bubble form. Hit the ZR Button (or shake your Wii Remote) to fly forward in your bubble, and press the jump button when you're ready to break free!
- Stay alive! You can only be defeated so many times before the game ends. When multiple players are present, you all share the same pool of lives. Hang in there and make sure you make it to the goal!

Coin Battle

Coin Battle is a competitive mode in which two players or two teams of players compete to collect Coins. The team with the most Coins at the end of each event will be the winner, so bust out your best moves and out-score your rivals!

Note

Like Boost Rush, one player may use the gamepad to place Boost Blocks during Coin Battle matches, helping (or hindering) the other players.

1st
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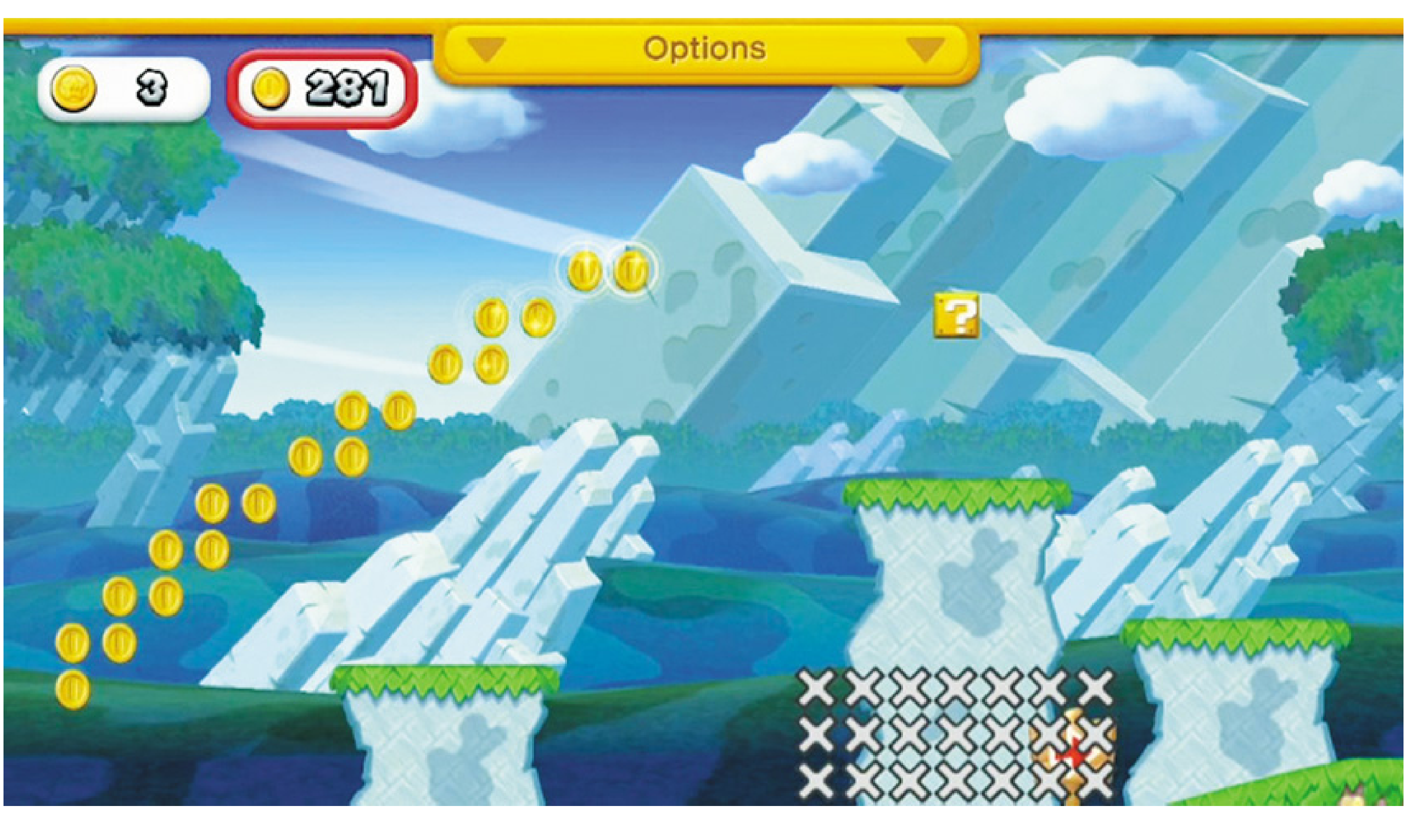
127
126
62
52

Many of the aforementioned Boost Rush tips apply to Coin Battles. Use Power-Ups whenever possible, and try to avoid being defeated—it'll only set your team back! Go after Star Coins to score big bonuses, and outmaneuver your opponents to grab Coins faster than them.



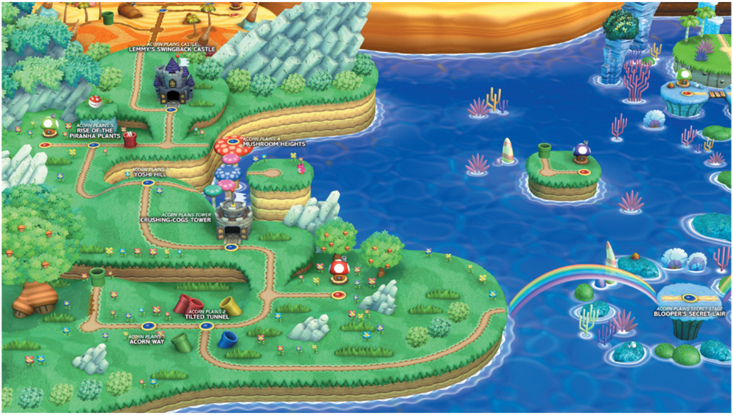
You won't unlock anything by playing Coin Battles, but you will have plenty of fun—especially when you use the Coin Edit feature to modify the Coin Battle courses! It's easy and fun—just use the gamepad, and tap where you'd like to place Coins. Tap Coins you've placed to remove them. You can even place Star Coins! Let your creative juices flow as you use the Coin Edit feature to create your own, unique Coin Battle courses.

Note

You can't place Coins on any areas that are marked with X's, but everywhere else is fair game!

Worlds

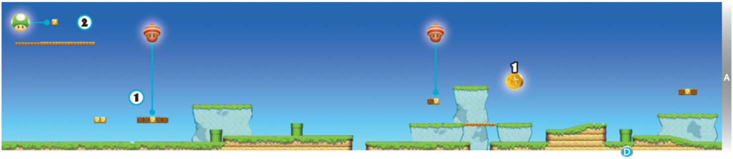
Acorn Plains

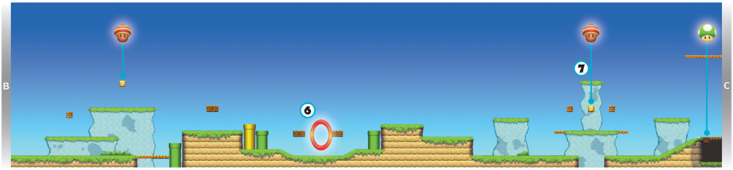

ACORN PLAINS CASTLE
LEMMY'S SWINGBACK CASTLE
ACORN PLAINS 5
RISE OF THE PIRANHA PLANTS
ACORN PLAINS 4
MUSHROOM HEIGHTS
ACORN PLAINS 3
YOSHI HILL
ACORN PLAINS TOWER
CRUSHING-COGS TOWER
ACORN PLAINS 2
TILTED TUNNEL
ACORN PLAINS 1
ACORN WAY
ACORN PLAINS SECRET STAGE
BLOOPER'S SECRET LAIR

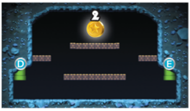
Levels	Toad Houses	Map Enemies	Boss
8	2	1	Lemmy

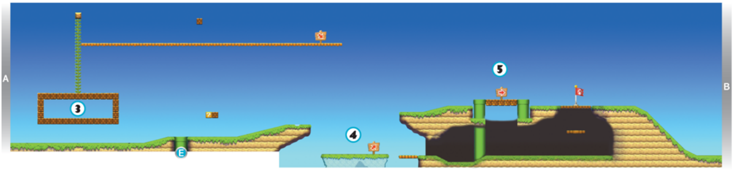
Acorn Plains 1

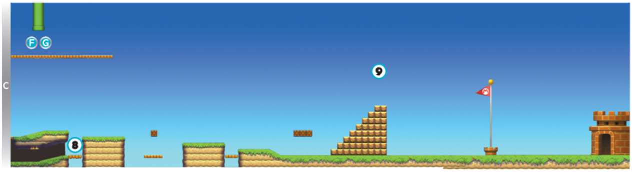
Acorn Plains Way

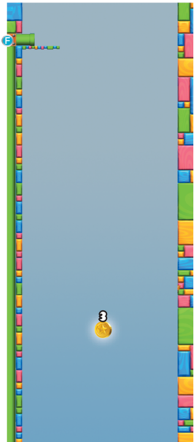


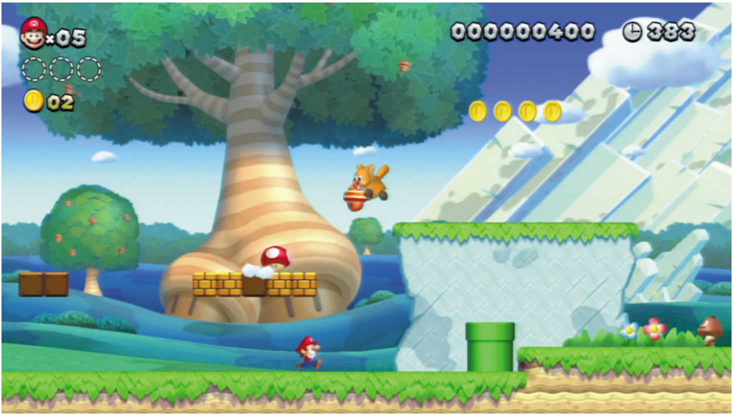








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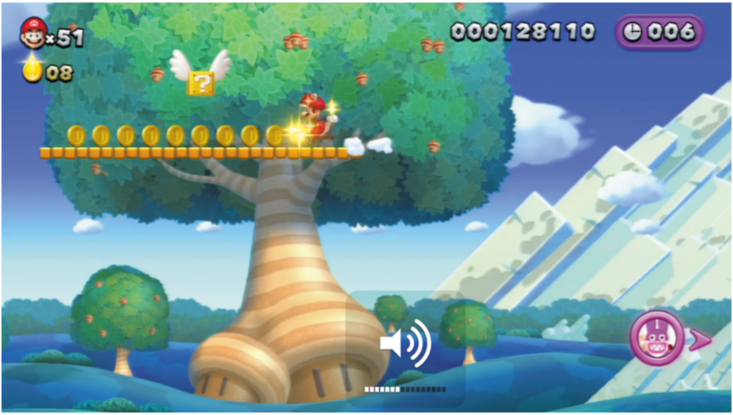
Defeat the first Waddlewing you see to free a Super Acorn. Collect the Acorn to transform into Flying Squirrel Mario!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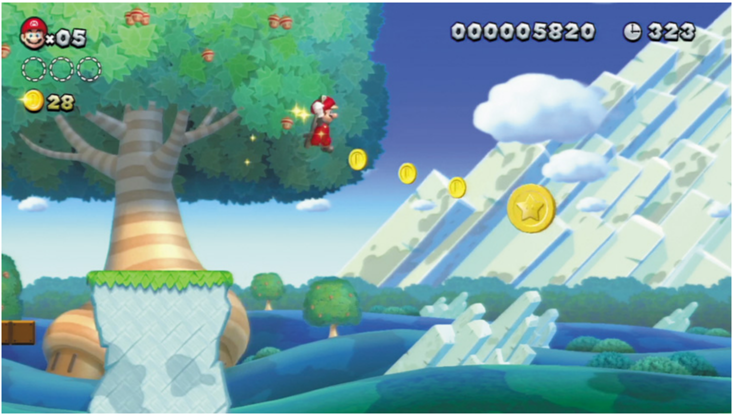
Flying Squirrel Mario can reach this high platform with a flying squirrel jump. Bump the winged ? Block up here to score a 1-Up Mushroom!

STAR COIN 1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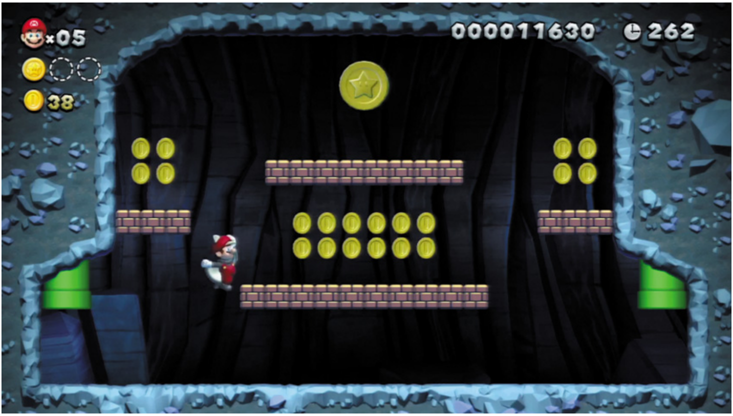
As Flying Squirrel Mario, jump and hold the jump button to glide over to the first Star Coin. You can also jump up and press the ZR Button to soar upward and grab the Star Coin from below.

STAR COIN 2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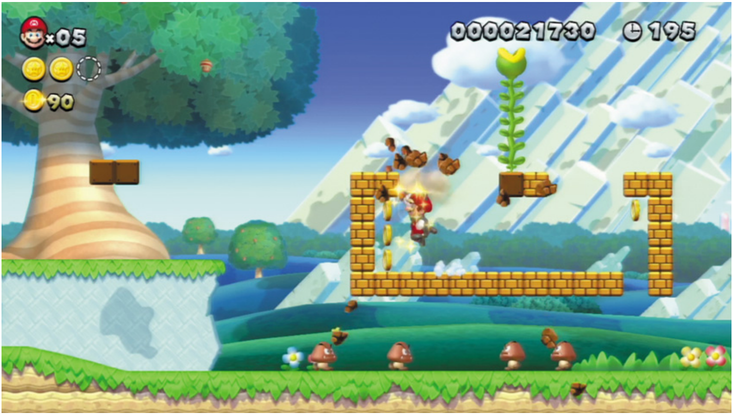
Enter the Warp Pipe beyond the first Star Coin to visit a small cavern, where the second Star Coin is found.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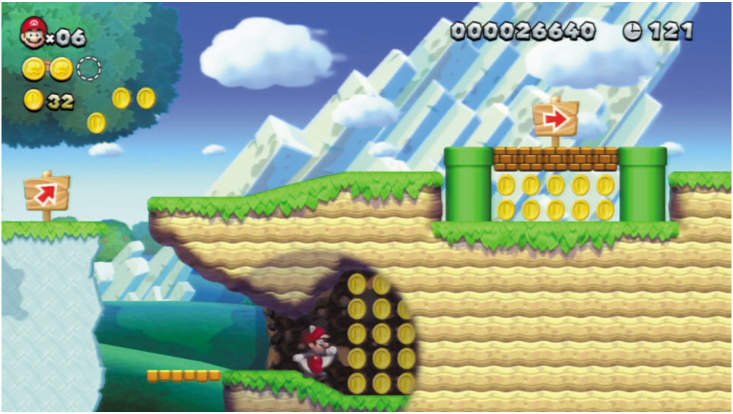
Jump and smash the Brick Blocks here to extend a Beanstalk up into the sky, where you find plenty of Coins.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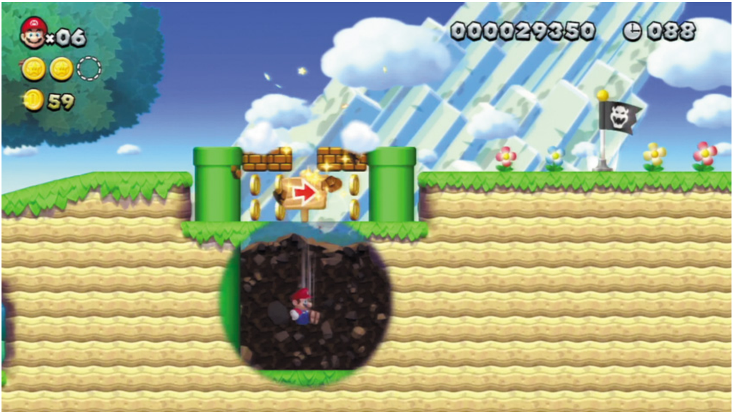
Wait for the ledge to lower here, then jump toward the cliff to the right to discover a hidden cave filled with Coins!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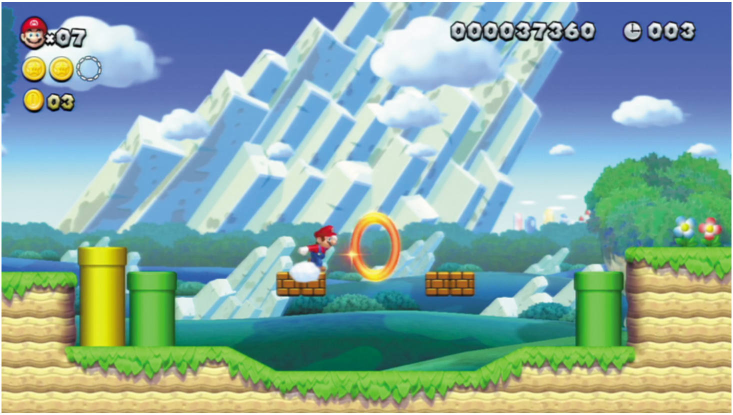
Ground pound through the Brick Blocks between these two pipes to drop into another hidden cave, where even more Coins await.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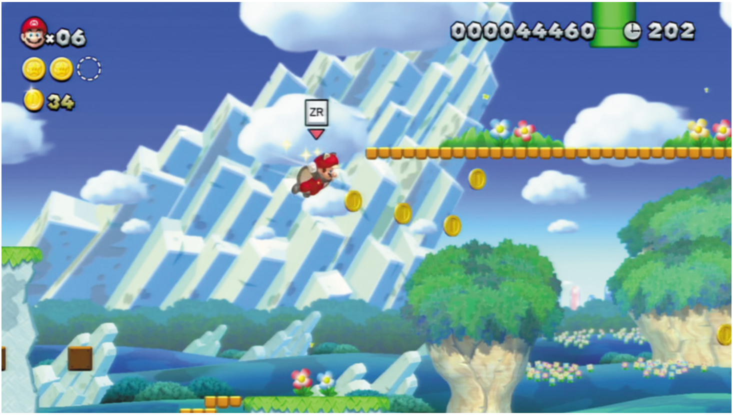
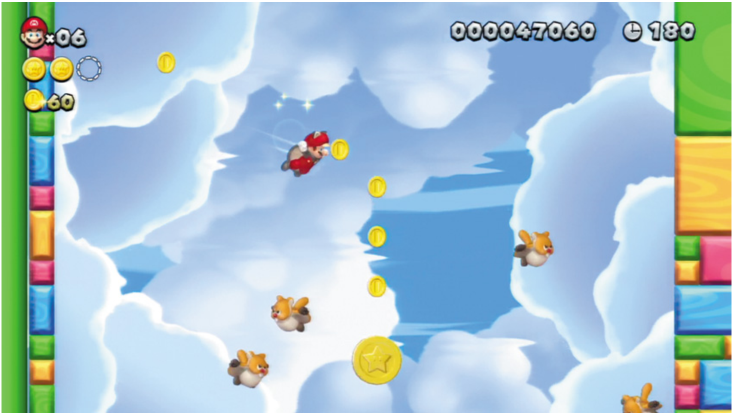
03

Touch a Red Ring here to cause eight Red Coins to appear nearby. Score an item by collecting all eight Red Coins before they disappear!


×06
34
000044460
202
ZR

As Flying Squirrel Mario, leap from the top of this cliff and glide to the right, following a trail of Coins. flying squirrel jump upward at the end of the trail to reach a high platform, then enter the overhead Warp Pipe to visit a special side area.

STAR COIN 3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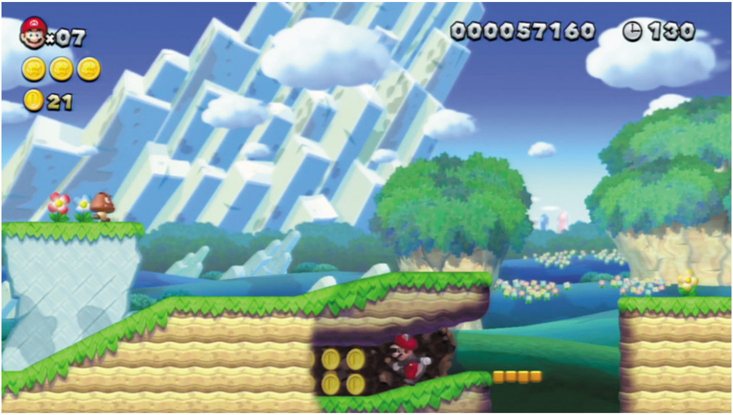
180

Glide back and forth as you descend this tall room. Stomp or avoid those pesky Waddlewings as you follow a long trail of Coins toward this stage's third and final Star Coin.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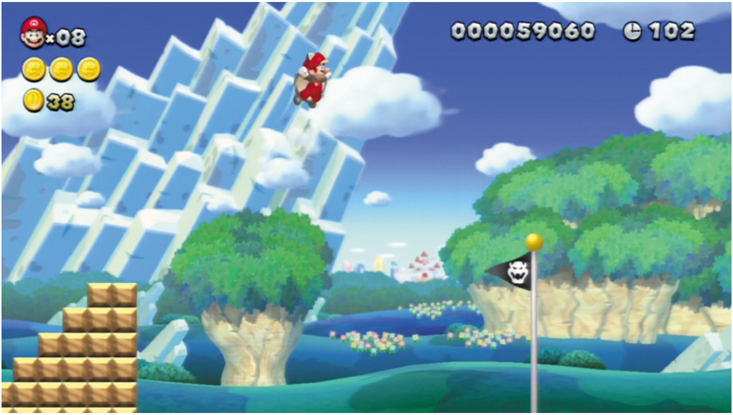
130
21

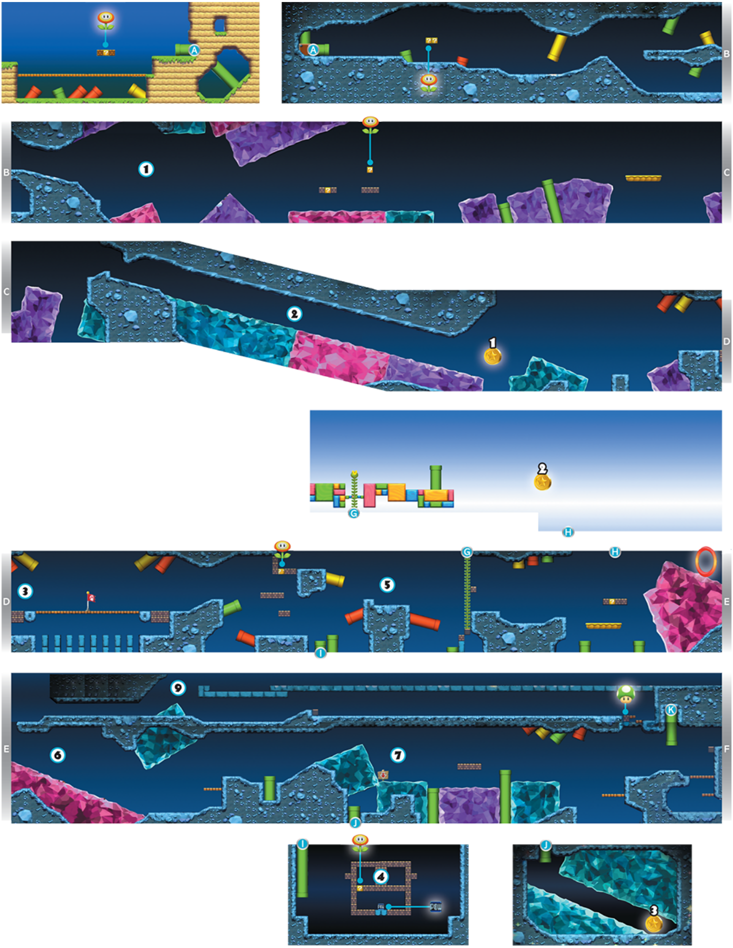
Land on this small lip and walk left, into the cliff, to enter another hidden cave. Grab Coins here and then smash the Brick Block at the end to expose a 1-Up Mushroom!


×08
000059060
102
38

As Flying Squirrel Mario, leap and glide from the top of these final stairs. flying squirrel jump upward and then land on top of the Goal Pole to score a 1-Up and finish the stage in style!

Acorn Plains 2

Tilted Tunnel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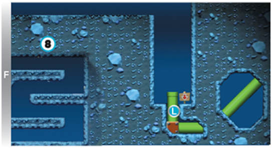
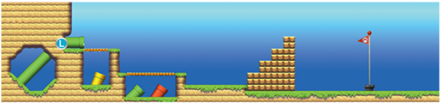
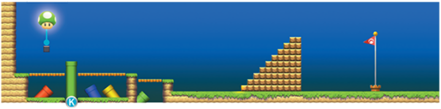
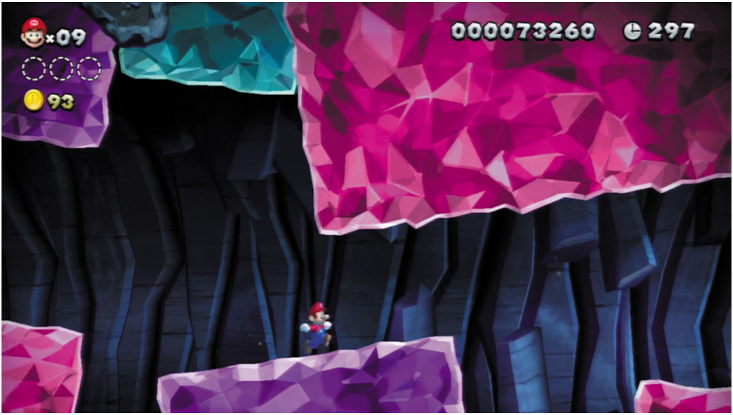




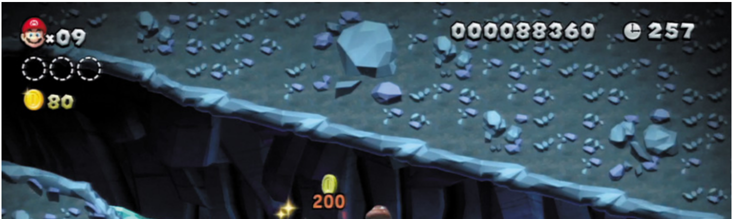


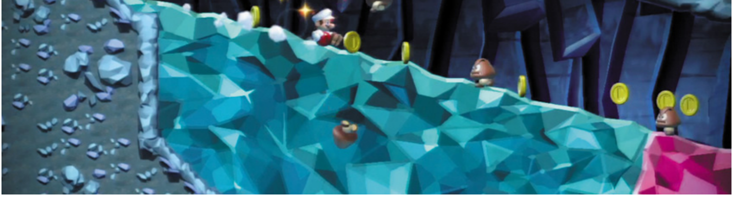

×09
93
000073260
297

Be careful not to fall from the crystal blocks here as they shift to allow your passage through the tunnel.

Tip

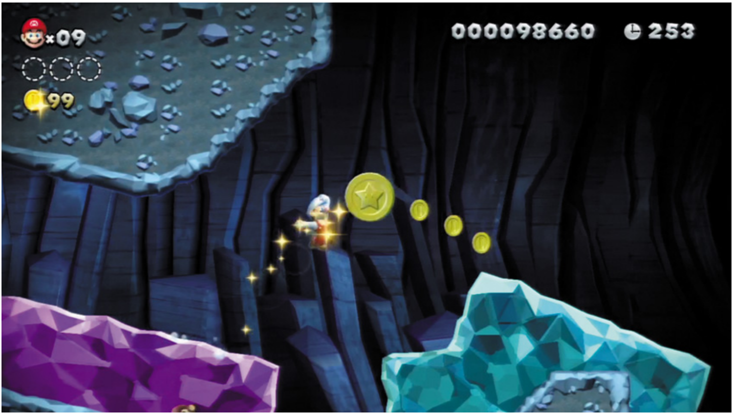
Enter the hidden cavern above this stage's entry Warp Pipe, and some bonus Coins will appear nearby!


×09
80
000088360
257
200



Slide down this sloping stretch to quickly wipe out a long line of Goombas. You’ll score a 1-Up if you slide through them all!

STAR COIN 1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99
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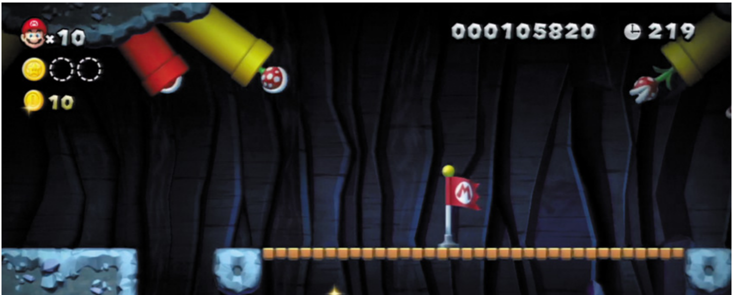
253

As you slide down the sloping passage, jump before you reach the pit here. You’ll soar up and claim the stage’s first Star Coin!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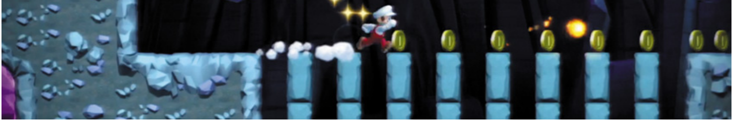
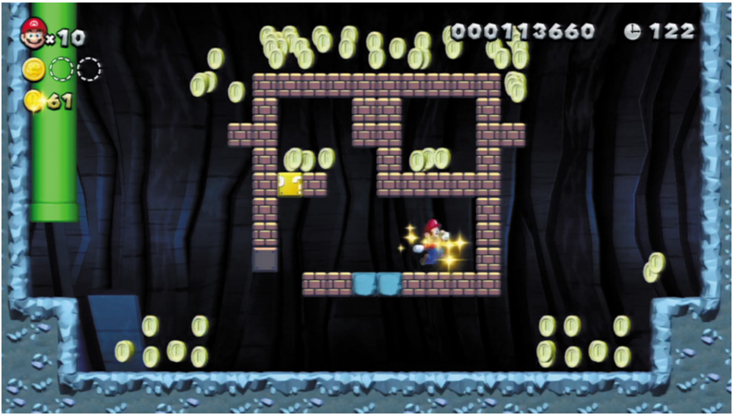
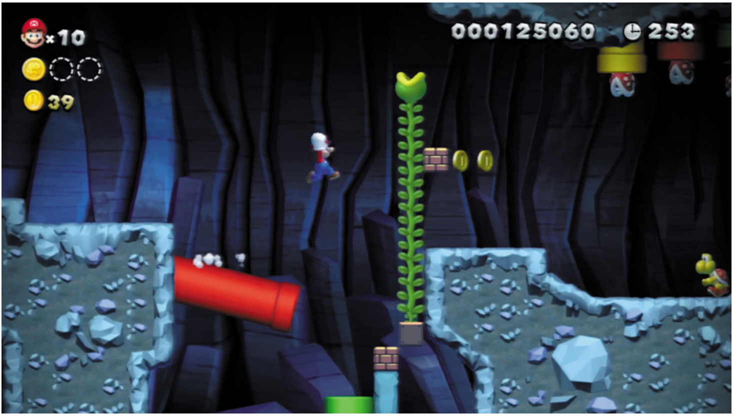
219



Ground pound through the Brick Blocks here to reach the lower passage, then dash across the tiny gaps without fear—your speed will carry you safely across!

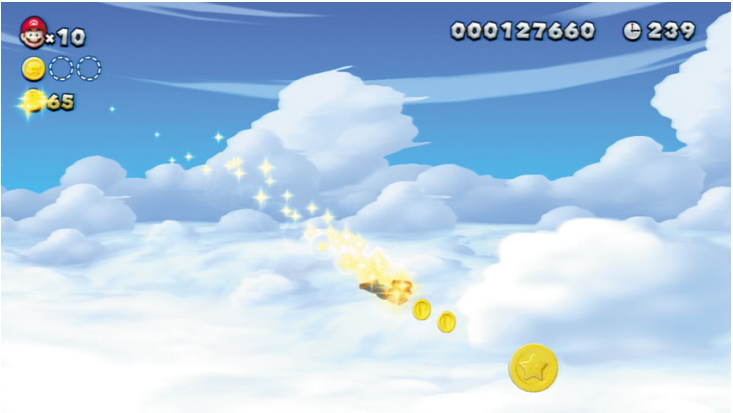

×10
61
000113660
122

As Super Mario, enter a Warp Pipe to reach this underground area. Smash through the Brick Blocks, then pick up and toss the POW Block to cause a shower of Coins to rain down!


×10
39
000125060
253

Stomp the Koopa here, then send its shell flying to the right to smack a Brick Block. A Beanstalk will then rise up toward a secret area!

STAR COIN 2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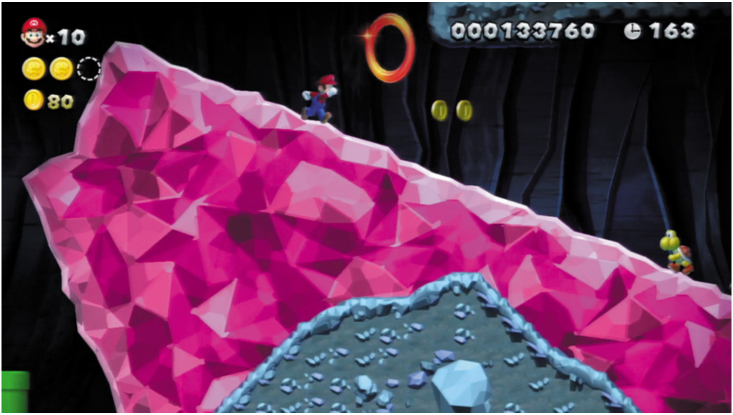
239
65

Enter the Pipe Cannon in the area above the Beanstalk to be rocketed toward a Star Coin. Just sit back and enjoy the flight!


×10
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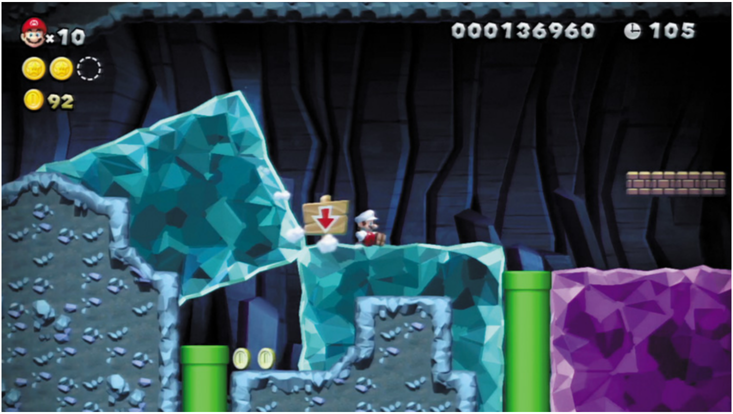
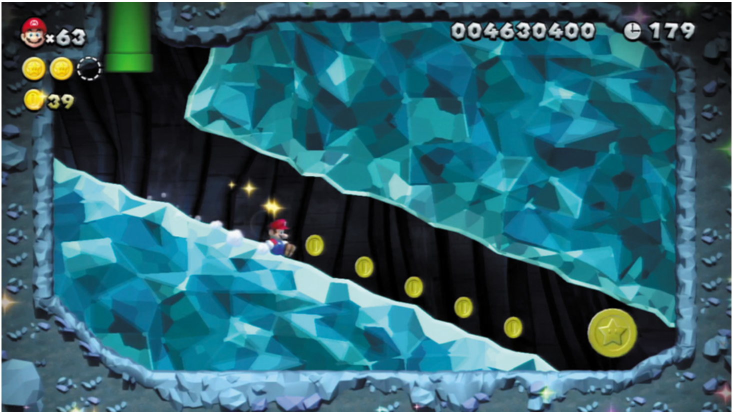
163
80

Touch the Red Ring at the top of this crystal slope, then slide down the slope to quickly collect the first of several Red Coins. Then jump uphill and claim the remaining Red Coins—along with your item reward!


×10
92
000136960
105

Perform a ground pound near the sign here to knock a crystal block downward. Now you can enter the Warp Pipe below!

STAR COIN 3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39
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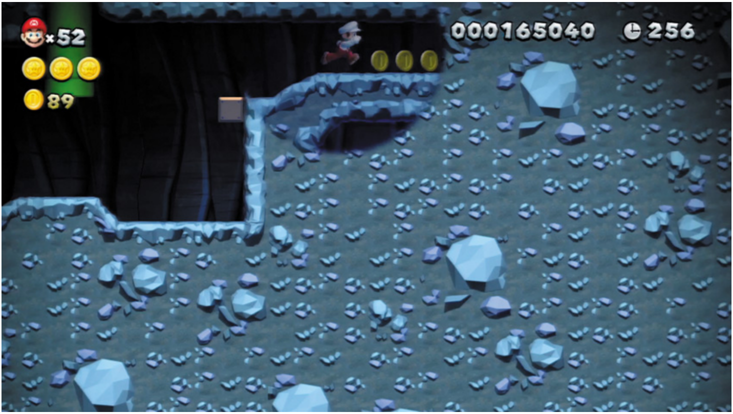
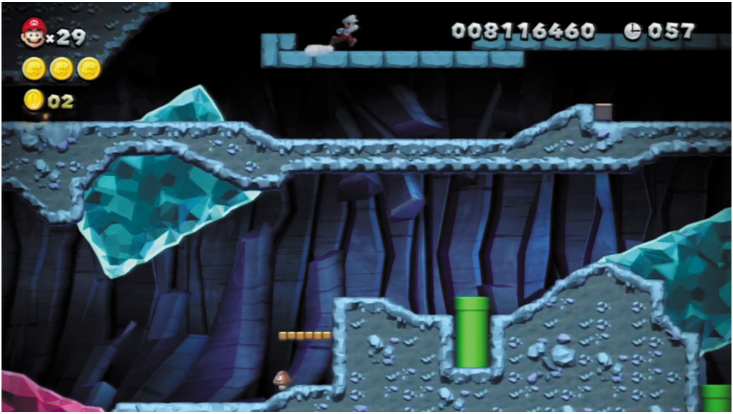
179

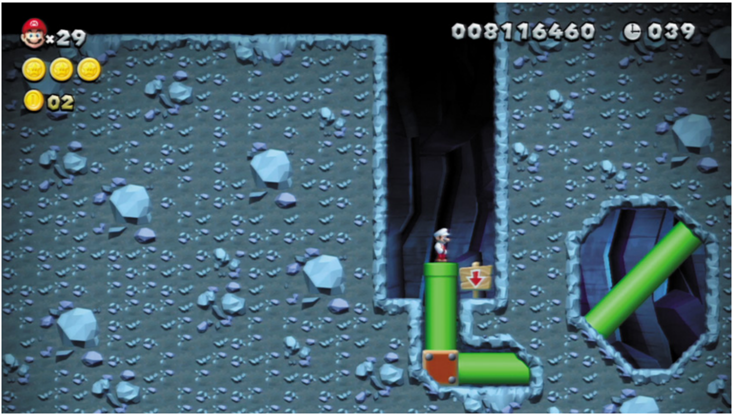
The Warp Pipe near Point 7 leads to a small cavern that houses the stage's final Star Coin. Grab it and go!


×52
89
000165040
256

Hit a hidden Block near the exit Warp Pipe, then jump onto the Block and run through a false wall on the right to discover a hidden area that's filled with Coins.


×29
02
008116460
057

While standing near the Red Ring at Point 6, jump up high to reach a hidden overhead passage. Jump up again at this Point to reach an even higher hidden passage above. Follow the passage to its end to discover a special Warp Pipe that leads to a secret area.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02
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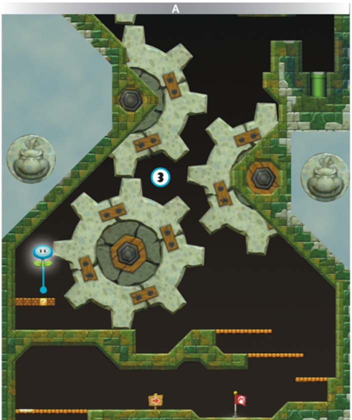
Complete the Tilted Tunnel by touching the Goal Pole at the secret exit. This reveals a hidden path on the World Map path that leads to Acorn Plains' secret stage!

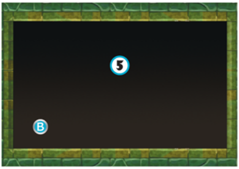
Note

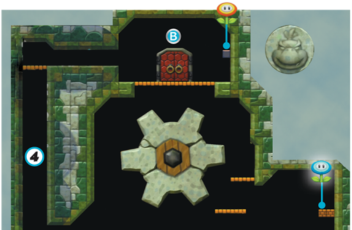
Click ahead to the "Acorn Plains Secret Stage—Blooper's Secret Hideout" section for a map and walkthrough of Acorn Plain's secret stage.

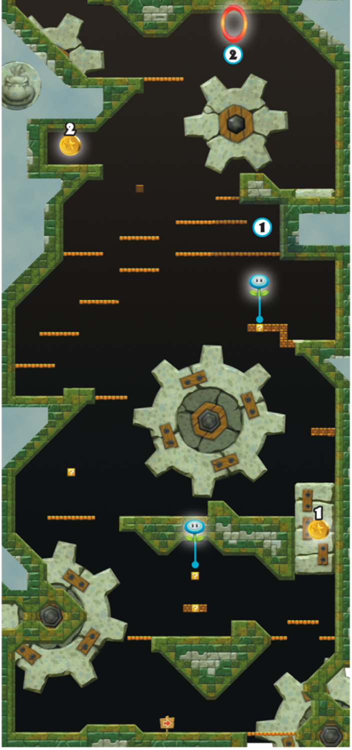
Acorn Plains Tower

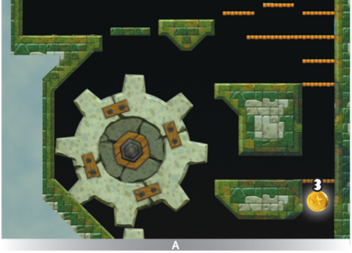
Crushing-Cogs Tower



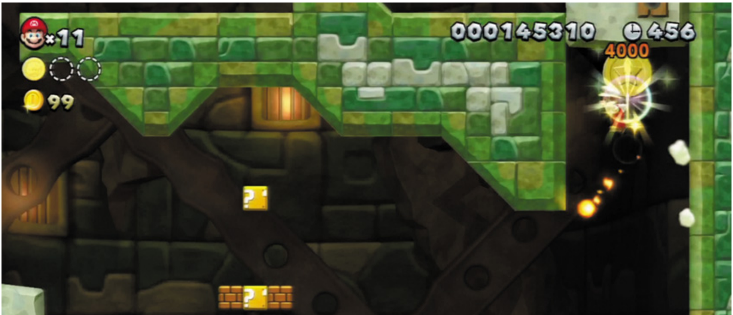








STAR COIN 1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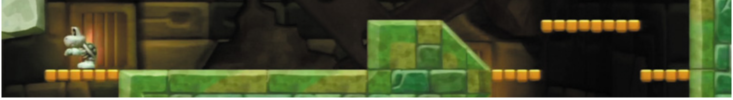
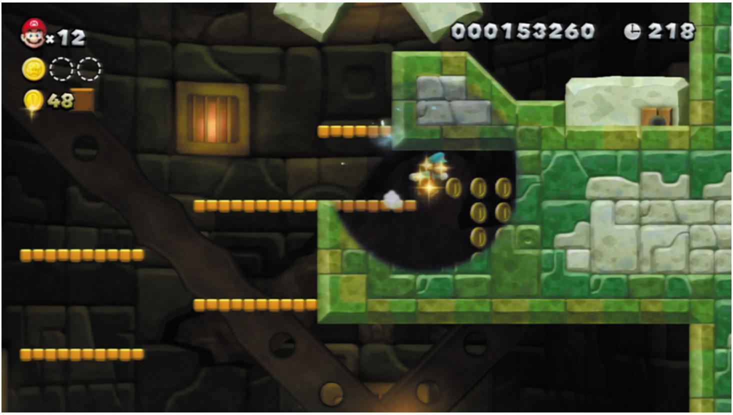
99
000145310
456
4000

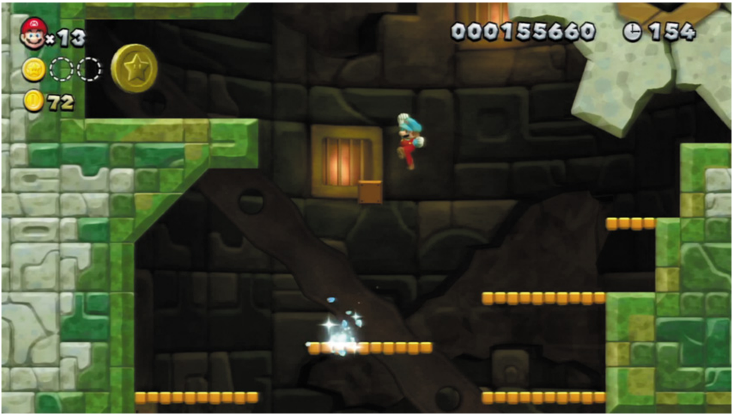


Wait for this moving block to slide upward, then quickly wall jump up and claim your first Star Coin.


×12
000153260
218
48

Run into the false wall on the right here to enter a small, hidden area that’s filled with Coins!

STAR COIN 2


×13
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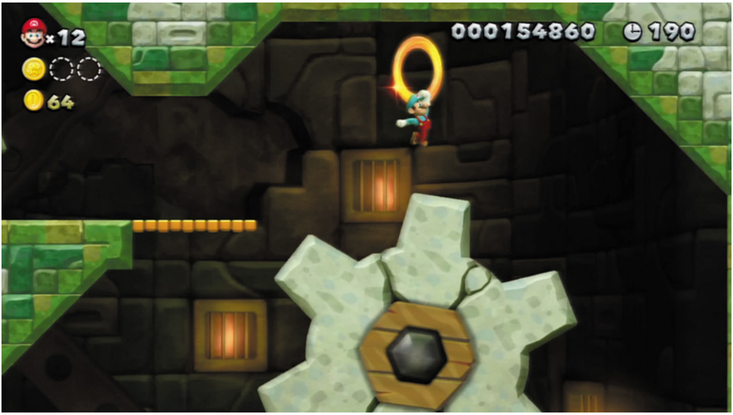
154
72

The second Star Coin is found in this small nook. To reach it, first jump up and bump a hidden Block above the center of the platform. Jump onto the Block, then jump over to the Star Coin.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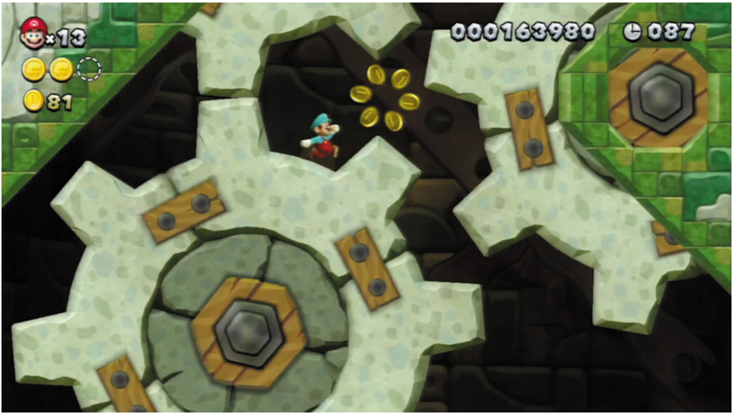
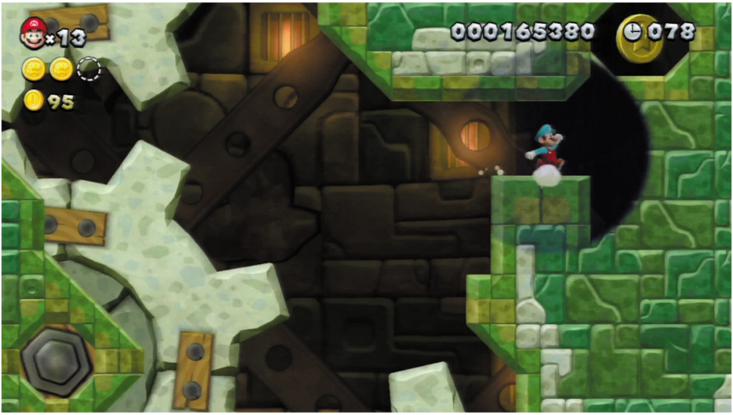
64
000154860
190

Jump up and touch the Red Ring here, then remain on top of the cog and collect the Red Coins as they spin past.


×13
81
000163980
087

Be careful not to get crushed by these spinning cogs. Stand between the cogs' teeth as you carefully ride around, jumping as needed to make your ascent.

STAR COIN 3


×13
95
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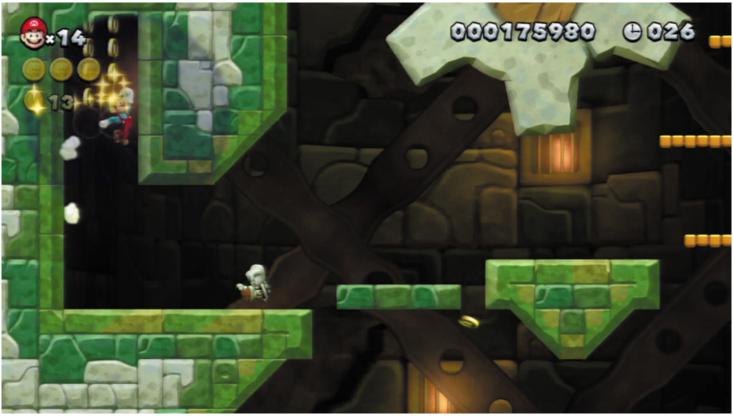
078

The final Star Coin is hidden here, behind a false wall. Enter the Pipe Cannon beneath it, and you'll be shot upward and into the Star Coin. (You can also wall jump upward to reach the Star Coin.)


×14
13
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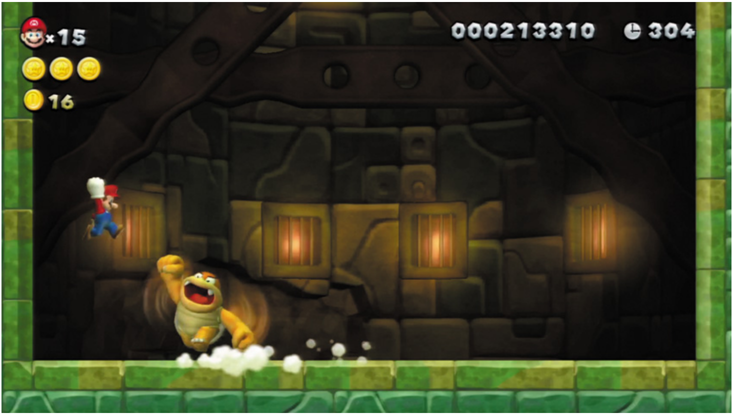
026

Rather than messing with the final spinning cog, simply wall jump up this secret passage to reach the top of the tower with ease.

Tip

There is a row of Dry Bones under the last Cog. Freeze the first one you come across and pick it up. Jump the to the next platform and toss the frozen Dry Bones. Doing so will cause a chain reaction and gain you two 1-Ups.


×15
000213310
304
16

A burly baddy named Boom Boom awaits at the tower's apex. Allow Boom Boom to storm toward you, then simply jump over the brute's head. Time Boom Boom's movements, then try to land atop Boom Boom and damage him with a stomp. Strike Boom Boom with three stomps to beat down this bothersome mini-boss!

Note

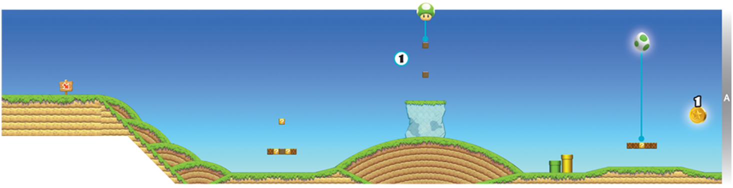
Iceballs can freeze Boom Boom for a brief moment, but don't bother—freezing him will likely only mess up your timing. Fireballs are far more effective—six of them will damage Boom Boom just the same as a stomp!

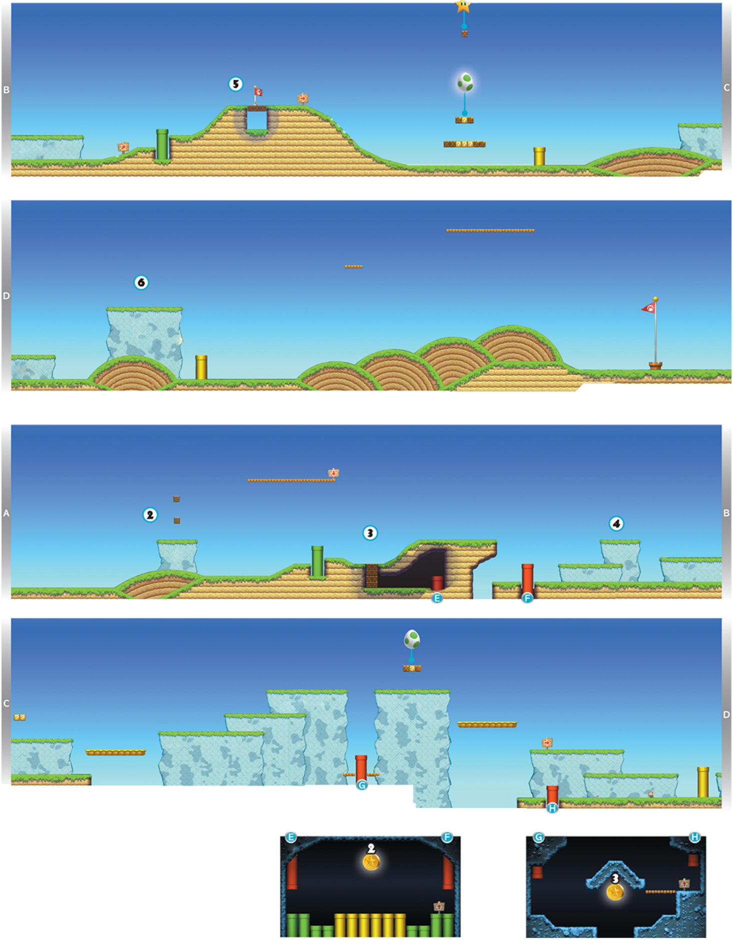
Tip

Try stomping Boom Boom the moment he stands up after being stomped. You can end this fight fast if you don't allow Boom Boom to regain his feet!

Acorn Plains 3

Yoshi Hill

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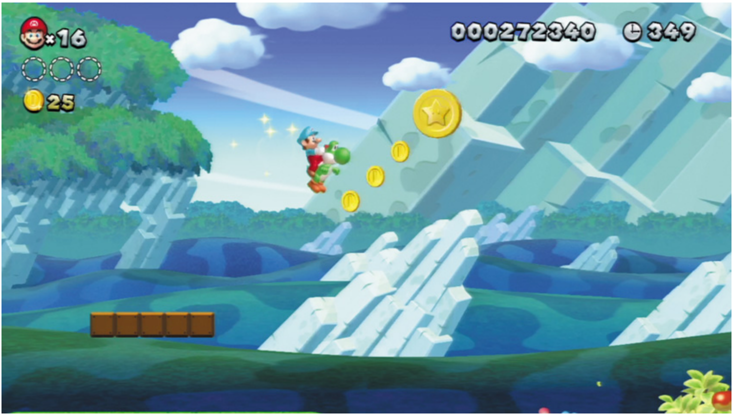
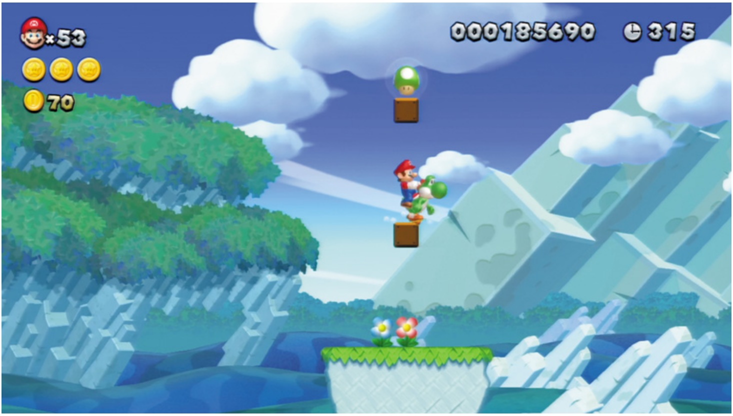
STAR COIN 1


×16
25
000272340
349

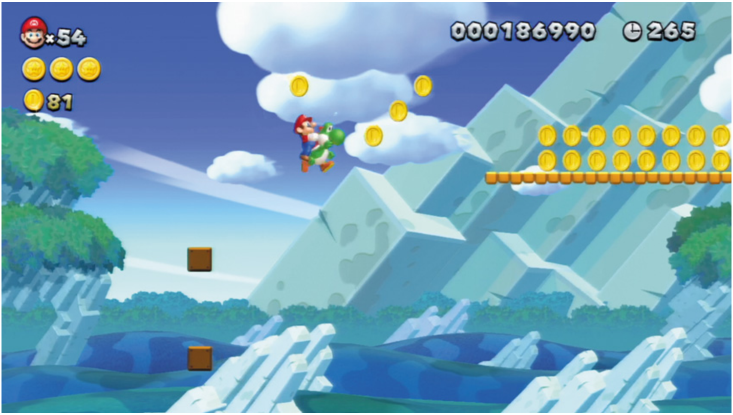
Whack the ? Block near the first Star Coin to free Yoshi, then hop atop Yoshi's back and use his superior jumping ability to bound up and claim the Star Coin.

Tip

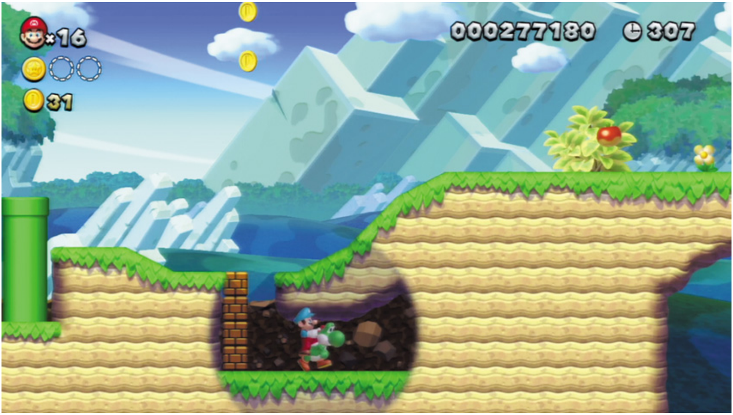
Hold the jump button to help Yoshi gain extra height with each jump.


×53
70
000185690
315

Jump up and hit a hidden Block here, then jump up from the hidden Block to hit another hidden Block that gives you a 1-Up Mushroom!


×54
81
000186990
265

Jump up and hit two hidden Blocks near this Point, then jump from the top Block to reach a high platform with Coins.

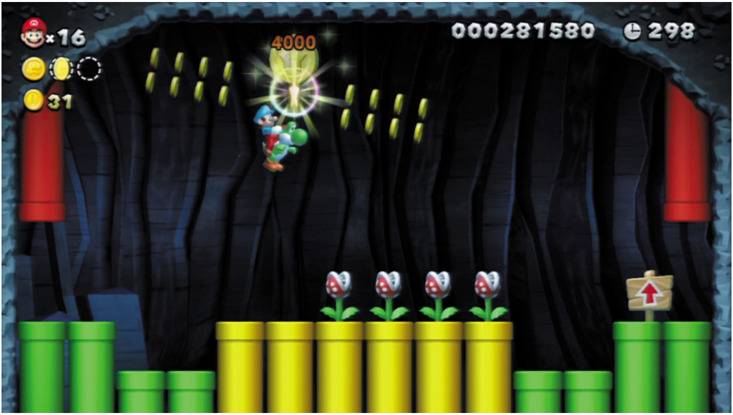

×16
31
000277180
307

While riding Yoshi, perform a ground pound here to smash through the Brick Blocks that are just barely visible on the ground. Enter the Warp Pipe you discover within the secret cavern below.

Tip

Hold down when performing a ground pound to smash through whole Brick Block columns!

STAR COIN 2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298
31

The second Star Coin floats up high in this underground cavern. Use Yoshi or Flying Squirrel Mario to leap up and reach this prize.

Tip

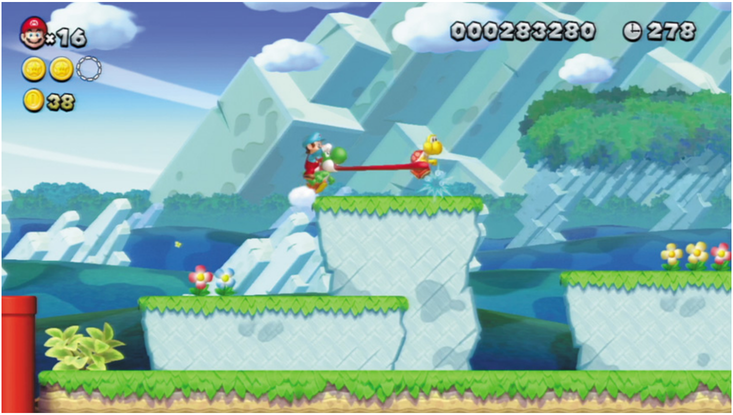
Yoshi can bounce on Piranha Plants without taking any damage.

Note

The second Star Coin will be moving around the top of the screen. Timing will be important on gaining the Star Coin.

Tip

If you're riding Yoshi you can jump on the two Koopas and then do an extended jump onto the Monty Moles. If you time it right, you can chain it together to get three 1-Ups instead of just one.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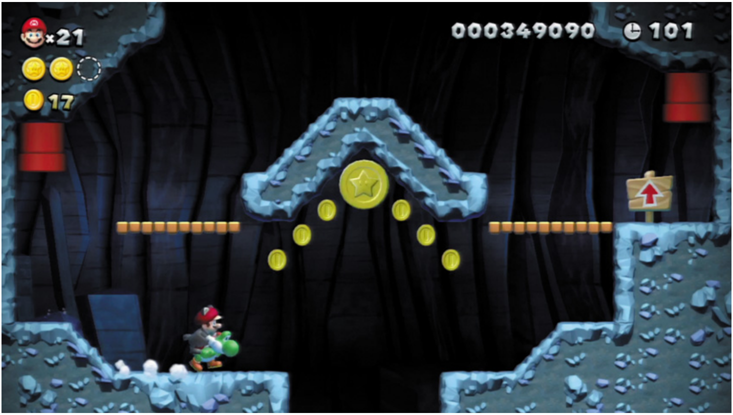
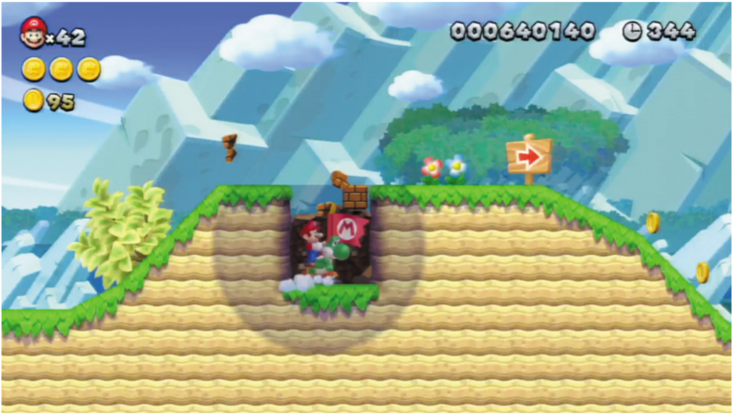
38
000283280
278

Have Yoshi gobble up the Koopa on this ledge, then jump to the ledge to the right and spit out the Koopa shell. If you time it right, the shell will wipe out all of the Monty Moles that leap up onto the ledge. You'll score a 1-Up if you smack all of the Monty Moles with a single shell!

STAR COIN 3


×21
17
000349090
101

Enter a red Warp Pipe to reach this underground cavern, where the third and final Star Coin is hidden. Simply leap up with Yoshi or as Flying Squirrel Mario to reach it.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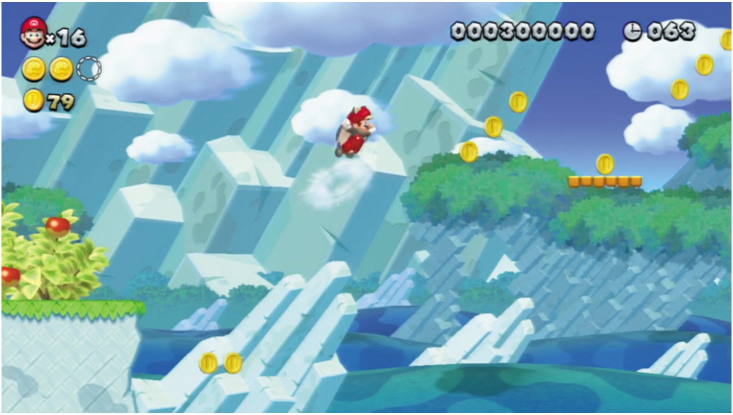
95

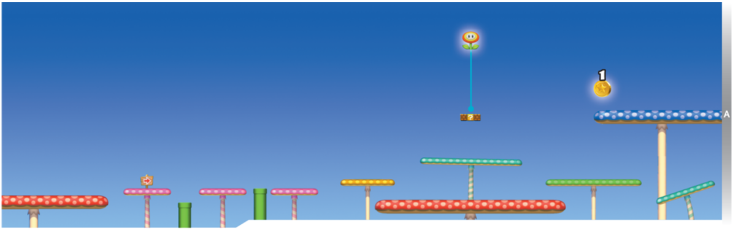
Perform a ground pound at the Checkpoint Flag to discover a hidden area with Coins.

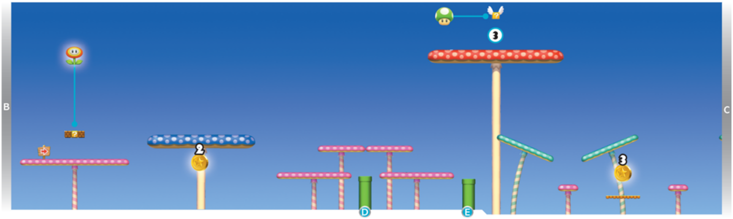

×16
000300000
063
79

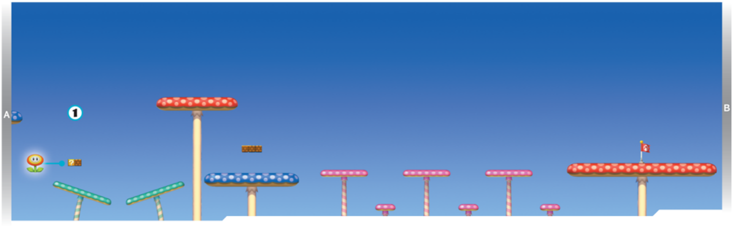
As Flying Squirrel Mario, or with the help of Yoshi, leap from this tall cliff and soar up to the high platforms above. You'll find plenty of Coins up here, and you'll have little trouble reaching the top of the nearby flagpole to score a 1-Up.

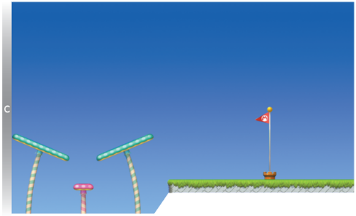
Acorn Plains 4

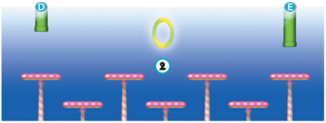
Mushroom Heights



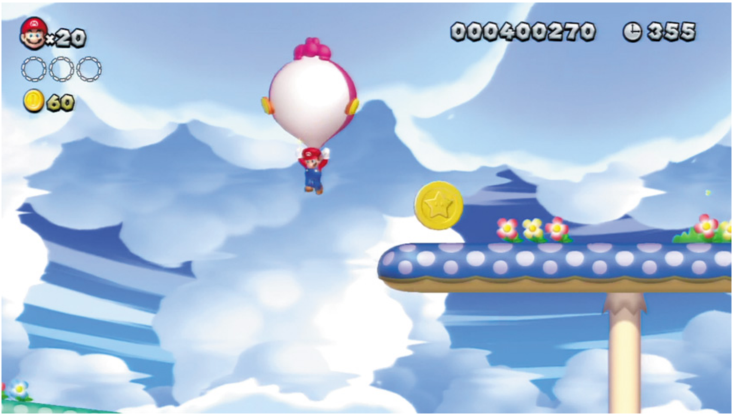








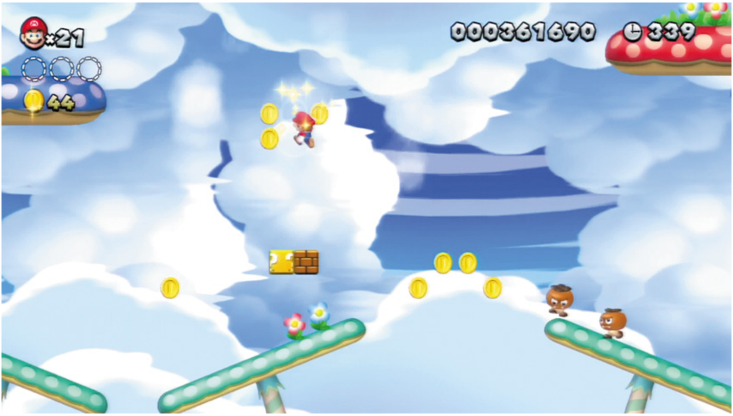
STAR COIN 1


×20
60
000400270
355

As Flying Squirrel Mario, or with the help of Balloon Baby Yoshi, soar up and claim the first Star Coin, which hovers atop this tall mushroom.

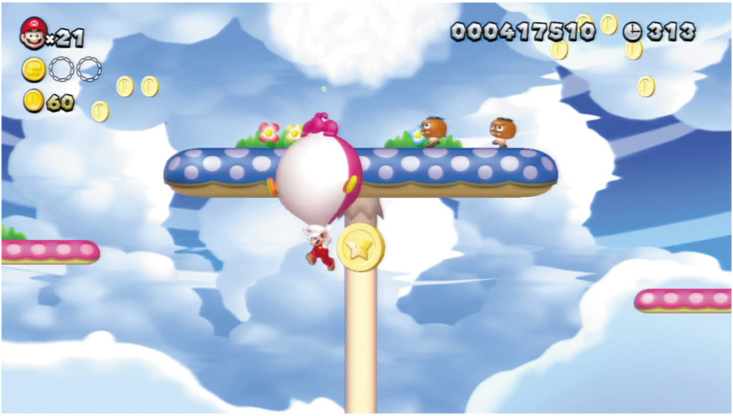
Note

Balloon Baby Yoshi appears on the World Map after you clear Acorn Plains 3—Yoshi Hill. Approach Balloon Baby Yoshi and speak to the little guy, and he'll follow Mario into any level except for Towers, Castles, and Boo Houses.

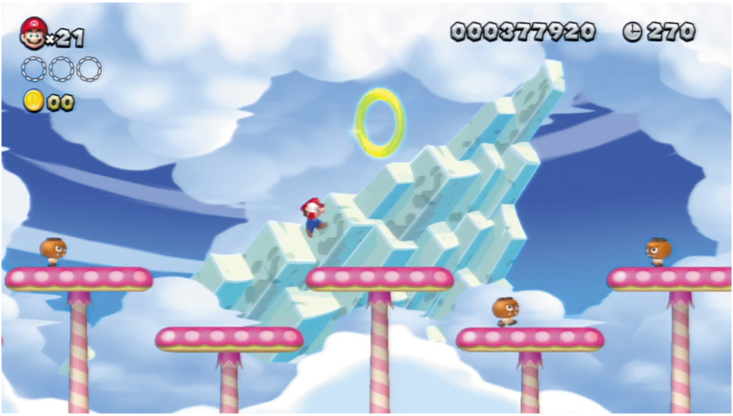

×21
44
000361690
339

Leap up and spin to clear away the clouds here and reveal some hidden Coins. Keep an eye out for additional clouds that can be cleared for bonus Coins in this level!

STAR COIN 2

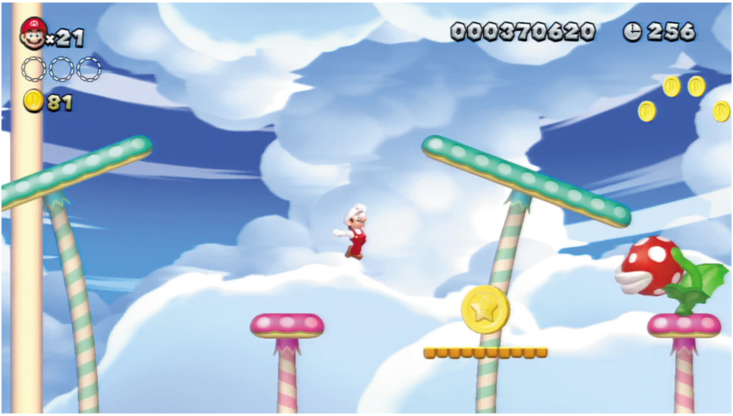

×21
60
000417510
313

Balloon Baby Yoshi is your best bet for claiming the second Star Coin, which hovers below a big, blue mushroom platform. Flying Squirrel Mario can also claim this Star Coin by gliding over, grabbing it, and then soaring up to safety.

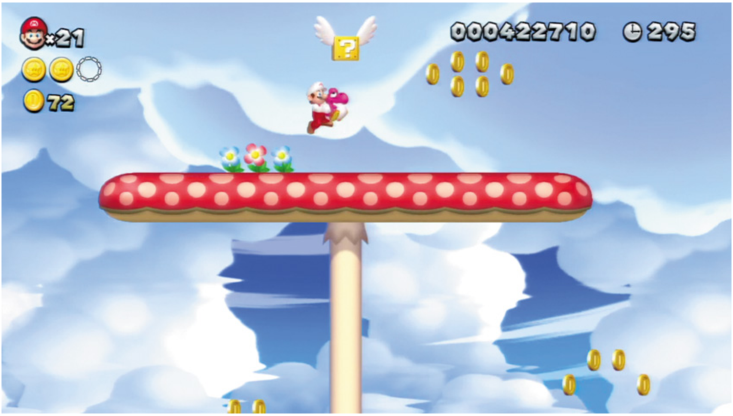

×21
00
000377920
270

Enter a Warp Pipe to reach this side area, where several Goombrats guard a Green Ring. Touch the Green Ring and then quickly collect all five clusters of Green Coins that appear to score an item.

STAR COIN 3


×21
81
000370620
256

Obtain a Fire Flower in this stage to transform into Fire Mario, then hurl fireballs to defeat the Big Piranha Plants that guard the Star Coin here. Then drop down and claim your prize!


×21
72
000422710
295

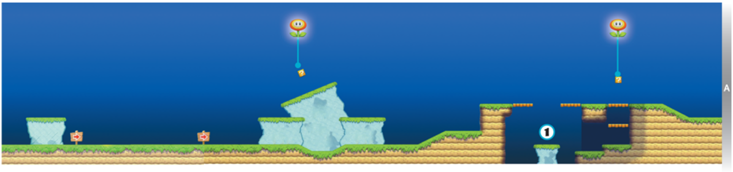
Balloon Baby Yoshi is your only means of reaching the top of this lofty red mushroom platform—and you can claim plenty of high-hovering Coins along the way. The winged ? Block found up here contains a valuable 1-Up Mushroom.

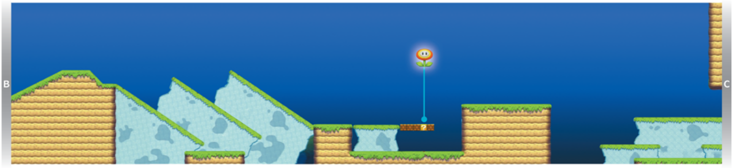
Note

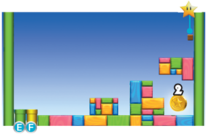
Don’t worry if you’ve somehow lost Balloon Baby Yoshi—he’ll reappear on the World Map after you clear Mushroom Heights and beat a few more stages.

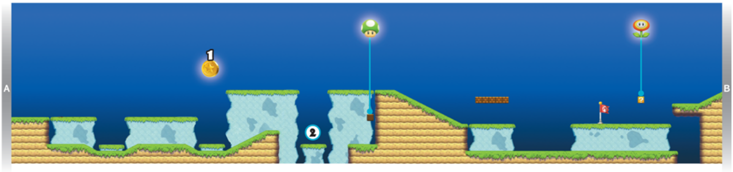
Acorn Plains 5

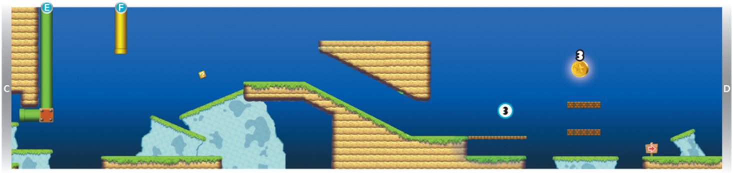
Rise of the Piranha Plants

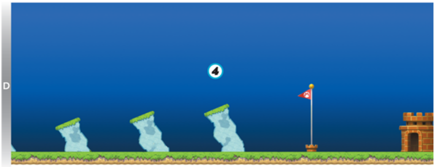


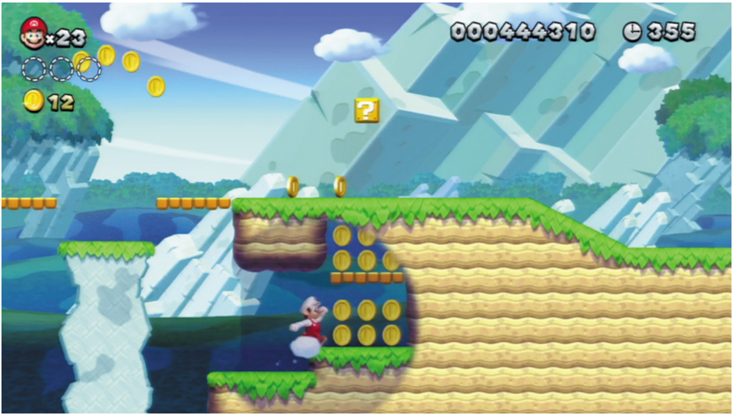






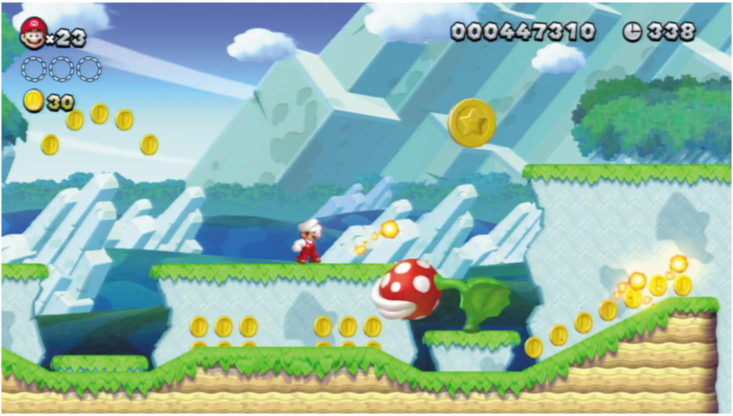





×23
12
000444310
355

Stand on this moving ledge and wait for it to lower, then jump to the right to enter a hidden, Coin-filled cave.

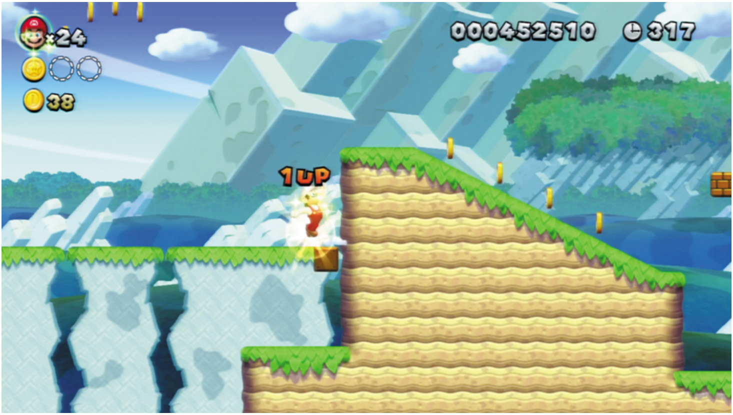
STAR COIN 1


×23
30
000447310
338

Defeat the Big Piranha Plant that guards this Star Coin with a few fireballs, then jump up and claim your reward.

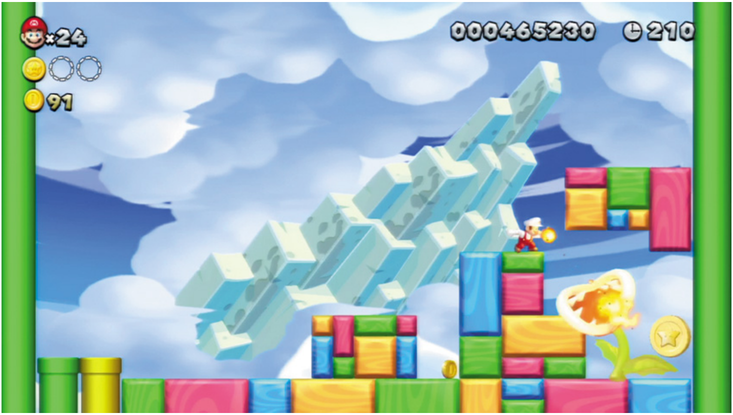
Note

Fire Flowers can be found throughout this stage—check the map for their locations.


×24
000452510
317
38
1UP

Wait for this moving ledge to lower, then leap over to the low ledge to the right. Stand near the wall and jump up to strike an hidden Block—a 1-Up Mushroom will pop out!

STAR COIN 2

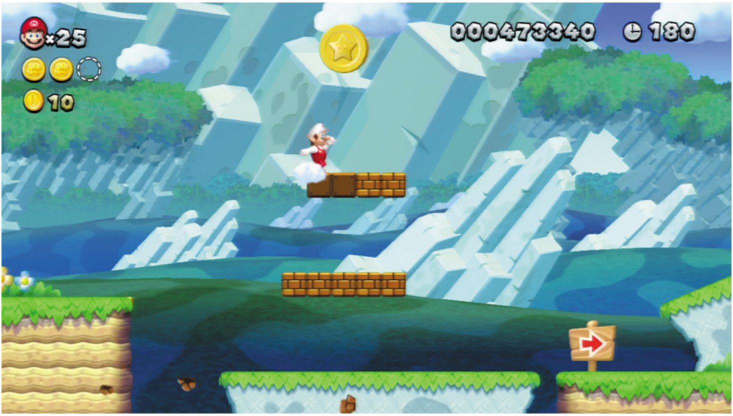

×24
000465230
210
91

Toast the Big Piranha Plants in this room with fireballs to clear a path toward the Star Coin that they guard.

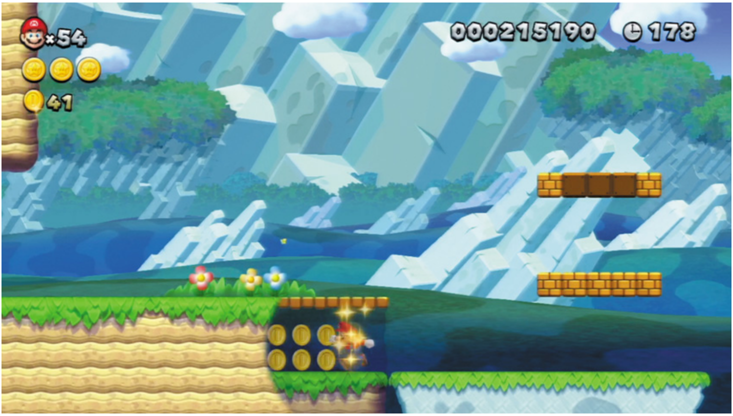
Tip

Collect the hidden Super Star in the area with the second Star Coin, then rush over to the third Star Coin. If you're fast, you can defeat the Hammer Bro that guards the third Star Coin with Super Star power!

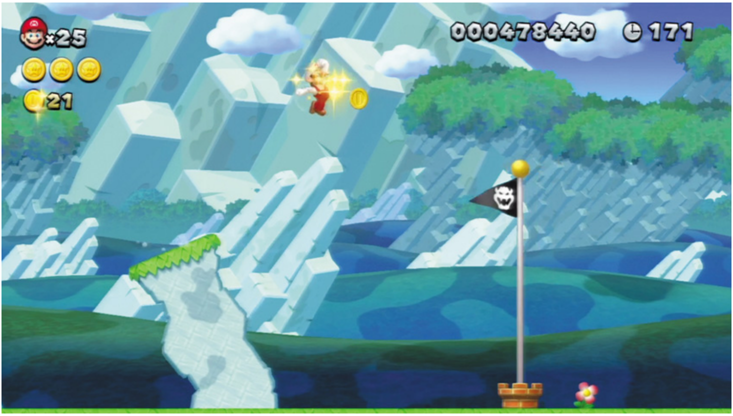
STAR COIN 3


×25
10
000473340
180

Dispatch the Hammer Bro that defends the Brick Blocks below this hovering Star Coin. Smash through the Brick Blocks and jump up to claim your reward.


×54
41
000215190
178

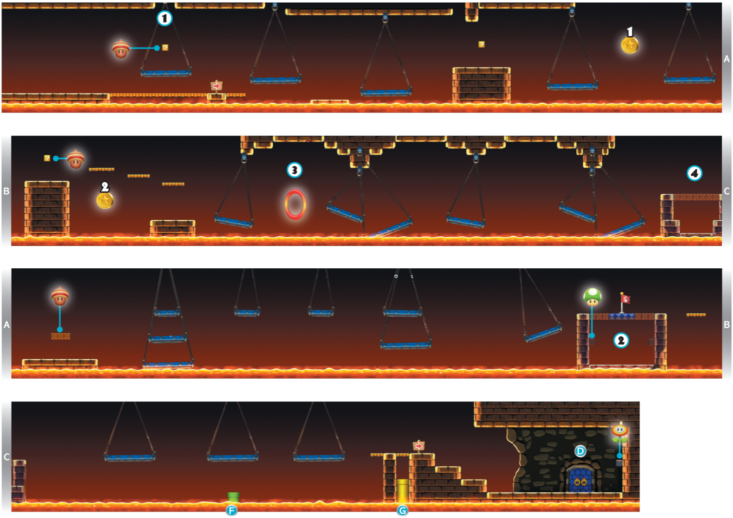
Run into the left cliff here while the moving platform is all the way to the left, and you'll pass through a false wall and discover some bonus Coins.

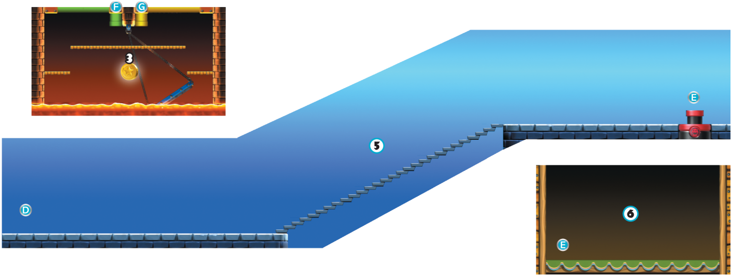

×25
21
000478440
171

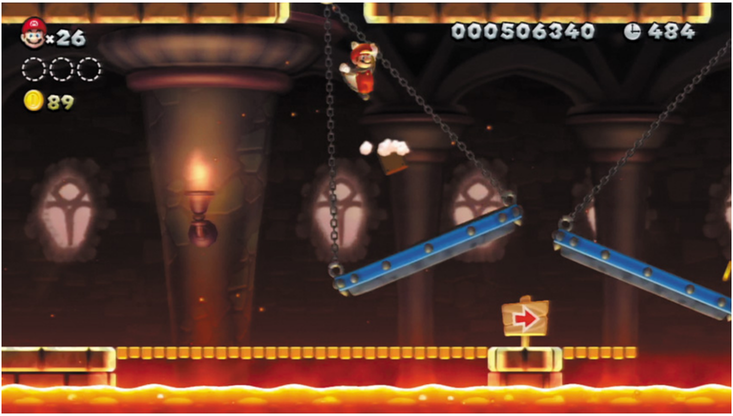
Hop along these last few ledges, aiming to perform a long jump that will carry you to the top of the Gole Pole.

Acorn Plains Castle

Lemmy's Swingback Castle

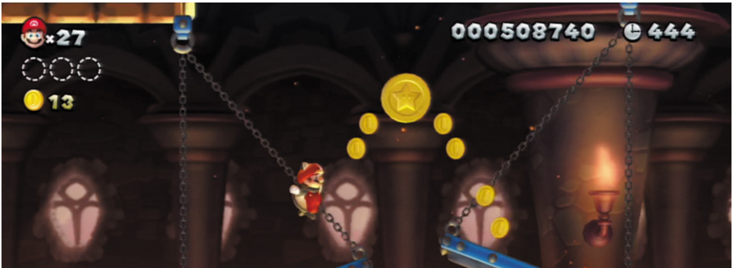

①
1
A
B
2
③
④
C
A
②
B
C
Ⓓ
Ⓕ
Ⓖ

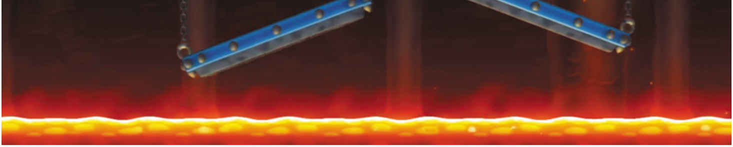



×26
89
000506340
484

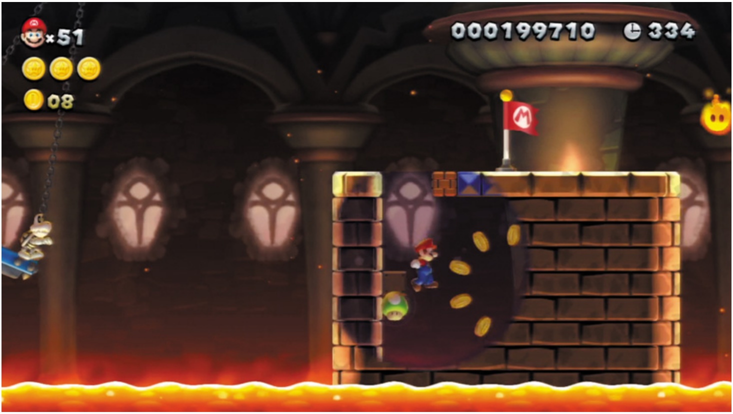
As Flying Squirrel Mario, leap from the top of the ? Block that hovers above the first swinging platform, then flying squirrel jump to reach a secret overhead path. Run to the right to discover a line of Coins along the ceiling. You may also reach this secret path by performing a flying squirrel jump from the second swinging platform.

STAR COIN 1


×27
13
000508740
444

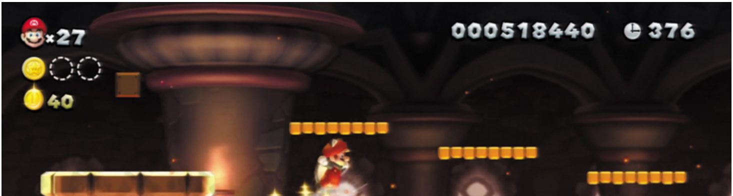


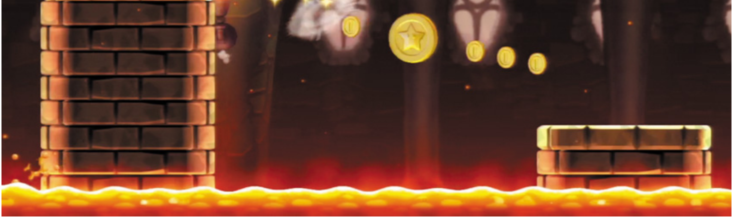
The first Star Coin is an easy grab for Flying Squirrel Mario, but can also be collected even by Small Mario if you properly time your jump from the nearby swinging platforms.


×51
08
000199710
334

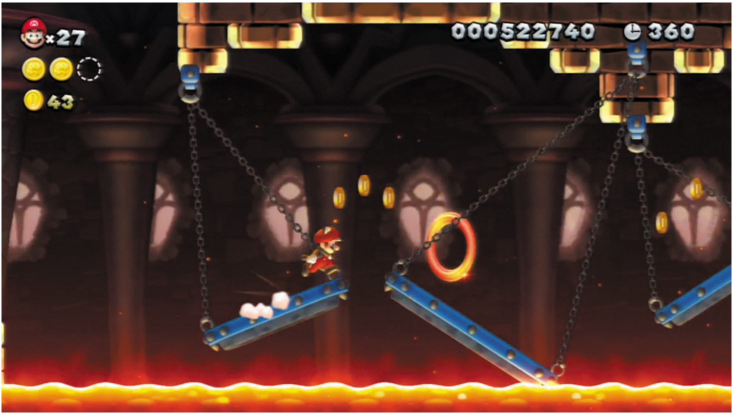
Ground pound through the floor near the Checkpoint Flag to enter a secret area. Collect the Coins here and hit a Brick Block to score a 1-Up Mushroom!

STAR COIN 2


×27
40
000518440
376

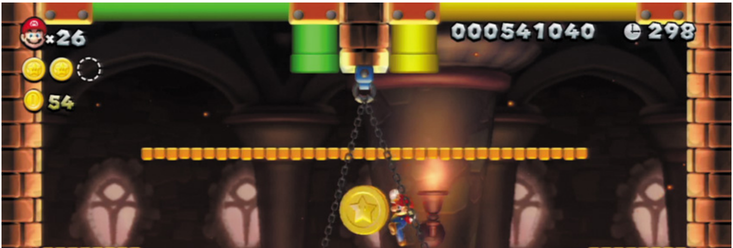


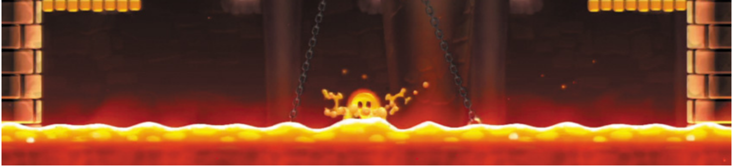
Claim the second Star Coin by gliding over to it with Flying Squirrel Mario.


×27
43
000522740
360

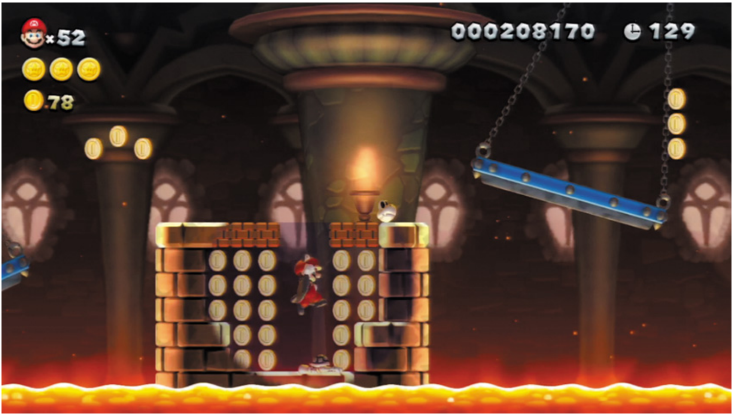
Pass through the Red Ring here to make a series of Red Coins appear above the swinging platforms ahead. Quickly, but carefully, grab all of the Red Coins before they vanish to receive a valuable item.

STAR COIN 3


×26
54
000541040
298



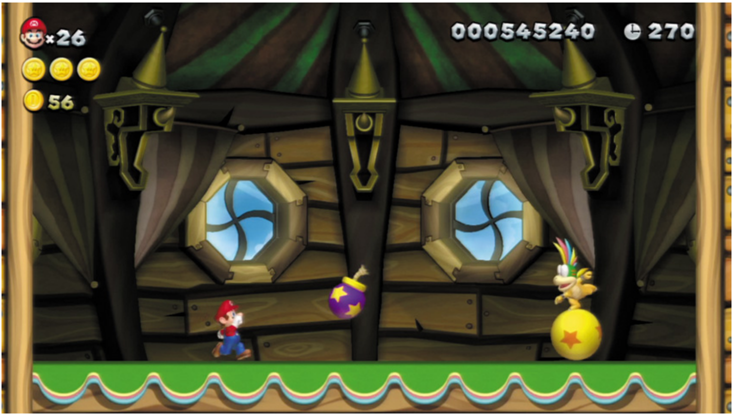
Enter the green Warp Pipe to reach this sweltering room, where the final Star Coin is kept. Flying Squirrel Mario has little trouble collecting this goodie, but even small Mario can claim it if he times his jump carefully and lands on the swinging platform as it emerges from the far side of the lava. Just be careful not to touch that leaping Lava Bubble!


×52
000208170
129
78

Perform a ground pound here to smash into a secret area that's filled with Coins!

×26
000545240
274
56

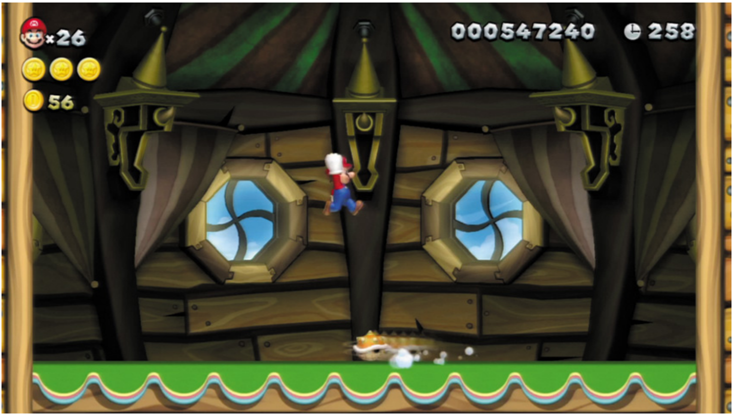
Enter the ominous boss cannon you discover at the top of these lengthy stairs, and you'll be shot over to Lemmy's airship. It's time for a boss battle!


×26
56
000545240
270

Lemmy, the boss of Acorn Plains, awaits Mario within the hull of his airship. Jump over the bombs that Lemmy throws, or stomp them to set them off. Don't worry too much about the bombs, though—you're real task is to trounce Lemmy by stomping him three times.

Tip

Perform wall jumps to gain extra height and leap past Lemmy and his bombs with ease.


×26
56
000547240
258

Each time you stomp Lemmy, he turtles up and zips across the room along the ground in his spikey shell. Don't stomp Lemmy while he’s spinning mad—just jump past the boss and wait for him to emerge from his shell. Then go for another stomp!

Note

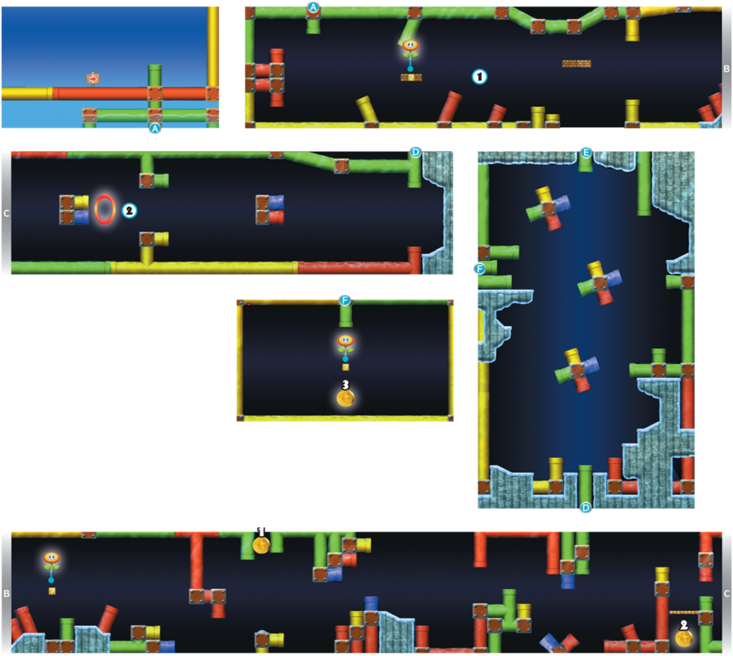
You can also defeat Lemmy with fireballs if you brought Fire Mario into the fight.

Caution

If you don’t stomp Lemmy, he’ll move to the other side of the room and toss more bombs. Be sure to stomp Lemmy when you have the chance!

Acorn Plains Secret Stage

Blooper’s Secret Lair


A
A
1
B
C
2
D
E
F
F
3
D
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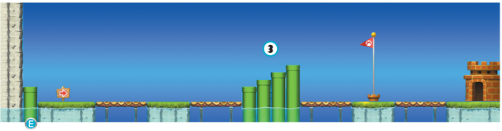
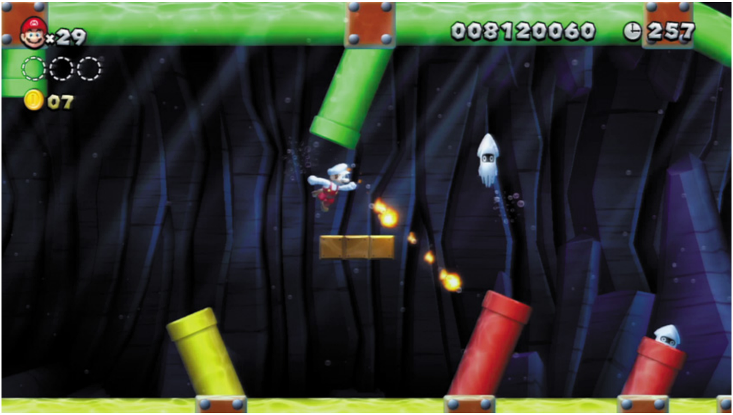
1
2
C



Note

This special stage doesn't appear on the map until you discover the secret exit within Acorn Plains 2—Tilted Tunnel.

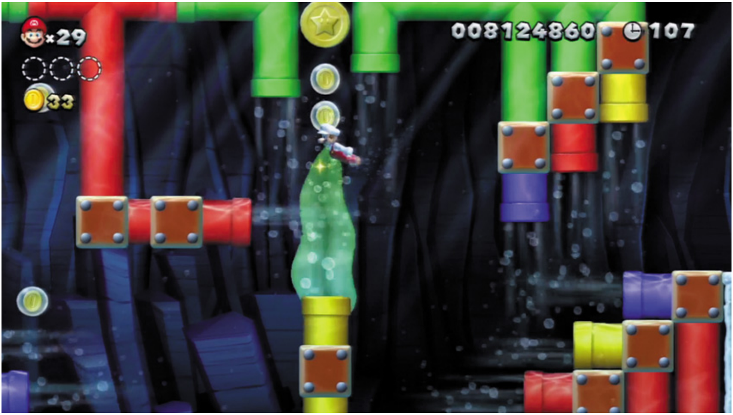

×29
0081200060
257
07

Beware of Bloopers that burst up from the red pipes here. Swim close to the pipes to make the Bloopers emerge, then either swim past them or scorch them with fireballs. Watch out for similar Blooper bushwhackers in this stage!

Tip

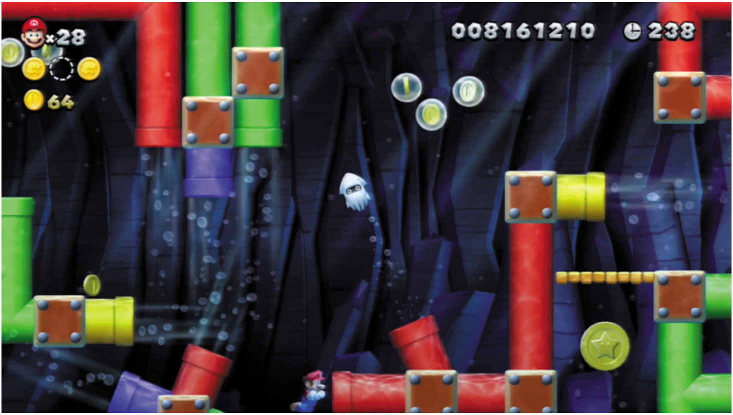
Swim low to entice Bloopers into diving, then quickly swim up and lob fireballs to defeat them.

STAR COIN 1

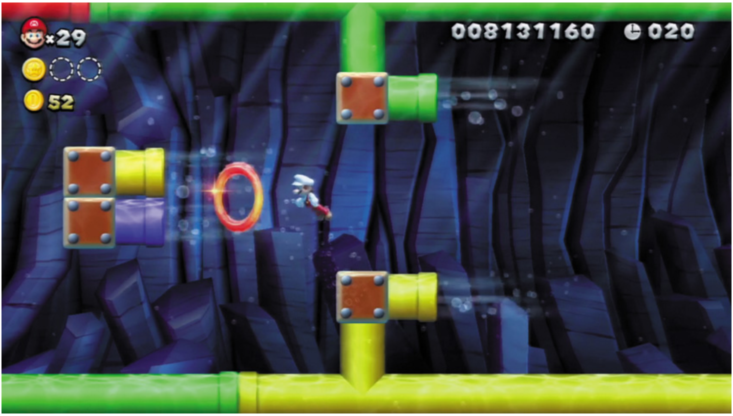

×29
008124860
107
33

The first Star Coin is an easy grab—simply navigate the Jet Pipe currents and claim it. Two more to go!

STAR COIN 2


×28
008161210
238
64

To reach the second Star Coin, navigate the spinning Jet Pipes to the left, aiming to swim underneath the red pipe that runs along the bottom of the screen. There's just enough room for Mario to swim under the pipe and pop out near the Star Coin.

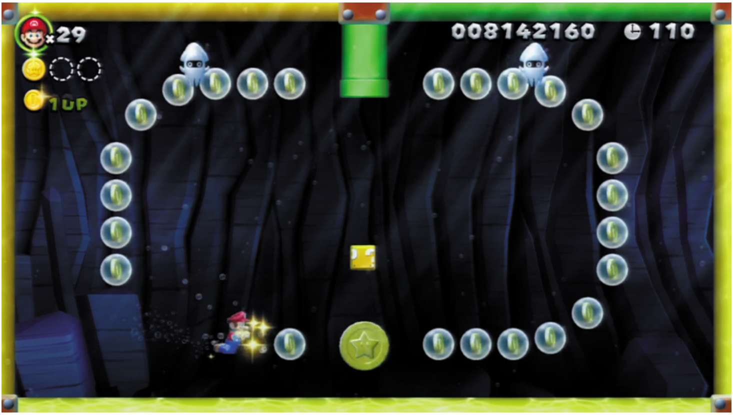

×29
52
008131160
020

Wait for the Jet Pipes to separate here, then touch the nearby Red Ring. You know the drill: Hurry and grab all of those Red Coins before they disappear!

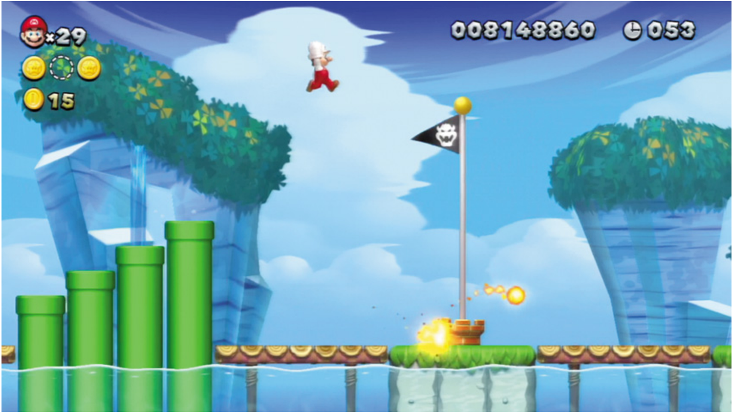
Tip

If you time it just right, you can touch the Red Ring while the two Jet Pipes are together—but it isn't easy!

STAR COIN 3


×29
1UP
008142160
110

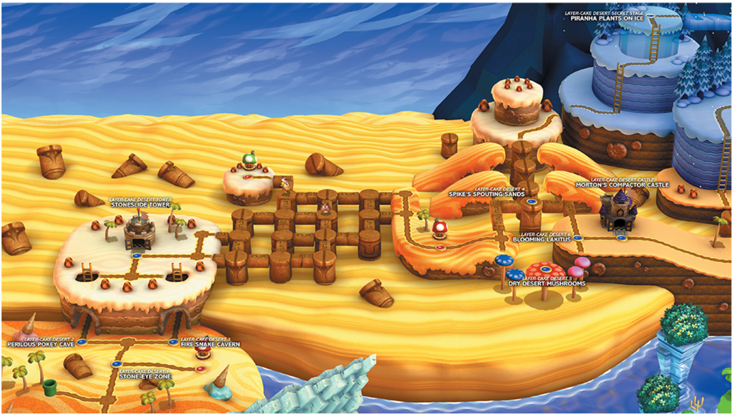
In the stage's second area, dive into the middle green Warp Pipe to discover the third Star Coin floating in a small room. Dodge or toss fireballs to defeat the dangerous Blooper Nannies that guard this final prize.


×29
008148860
053
15

Perform a triple jump up the stage's ending Warp Pipes, aiming to bound off of the final pipe and reach the top of the Goal Pole.

Worlds

Layer-Cake Desert

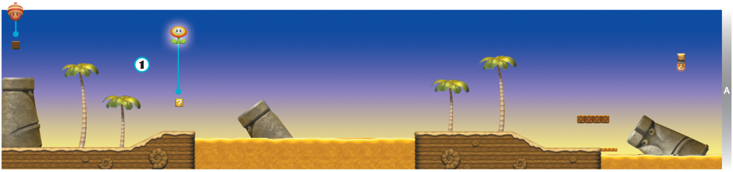

LAYER-CAKE DESERT SECRET STAGE
PIRANHA PLANTS ON ICE
LAYER-CAKE DESERT TOWER
STONESLIDE TOWER
LAYER-CAKE DESERT 4
SPIKE'S SPOUTING SANDS
LAYER-CAKE DESERT CASTLE
MORTON'S COMPACTOR CASTLE
LAYER-CAKE DESERT 6
BLOOMING LAKITUS
LAYER-CAKE DESERT 5
DRY DESERT MUSHROOMS
LAYER-CAKE DESERT 2
PERILOUS POKEY CAVE
LAYER-CAKE DESERT 3
FIRE SNAKE CAVERN
LAYER-CAKE DESERT 1
STONE-EYE ZONE

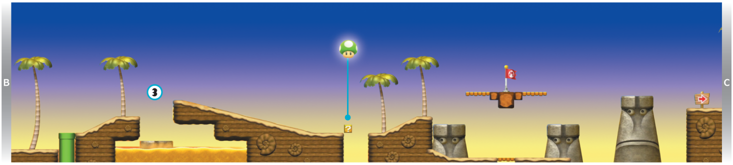
Locations

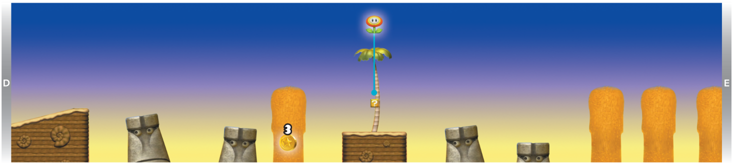
Levels	Toad Houses	Map Enemies	Boss
9	3	2	Morton

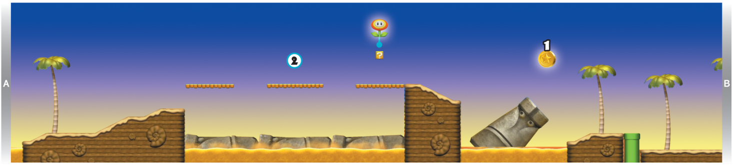
Layer-Cake Desert 1

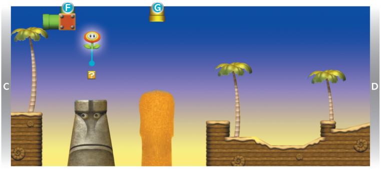
Stone-Eye Zone

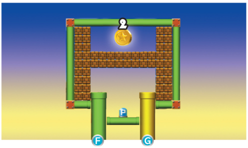


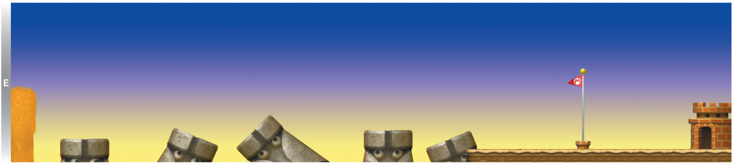






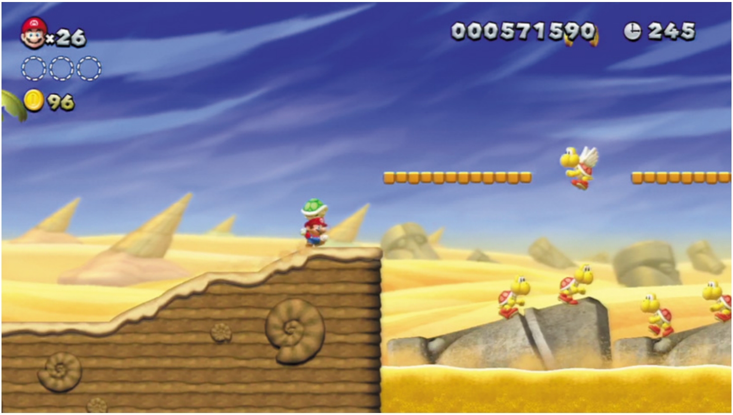






×26
56
000566190
314

Jump from the first ? Block to reach the tops of these palm trees. Leap over to the nearby Stone-Eye statue, then jump up to strike a hidden Block and discover a Super Acorn—a very useful power-up for this stage!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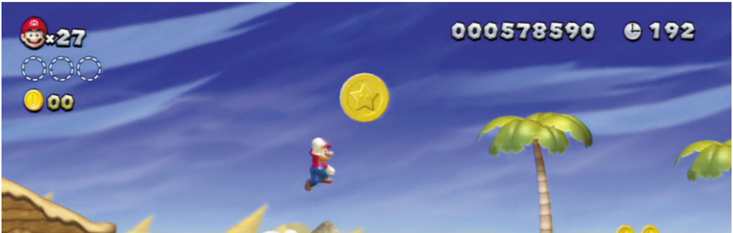
96

Stomp the Koopa Paratroopas here to make them fall to the low ground, then toss a shell down at all of the milling Koopas down there. Smack them all with a single shell to score a 1-Up!

STAR COIN 1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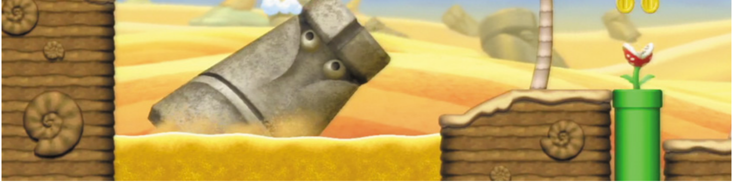
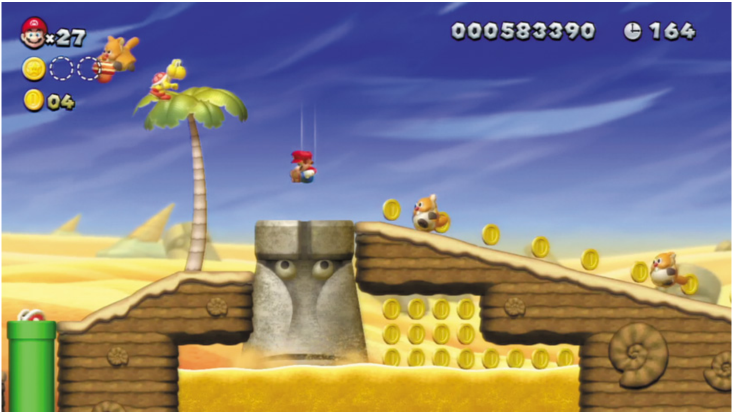


Jump from the leaning Stone-Eye statue and claim this first Star Coin before the Stone-Eye statue tips and collapses under Mario's weight. If the statue falls, try dashing along the nearby hill and making a long jump to grab the Star Coin instead.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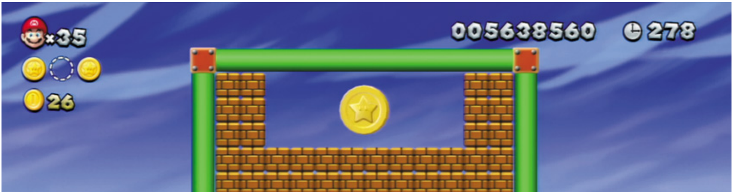
Ground pound the Stone-Eye statue here to make it sink—you'll then be able to collect the Coins below. Ground pound other Stone-Eye statues in this stage for similar benefits!

STAR COIN 2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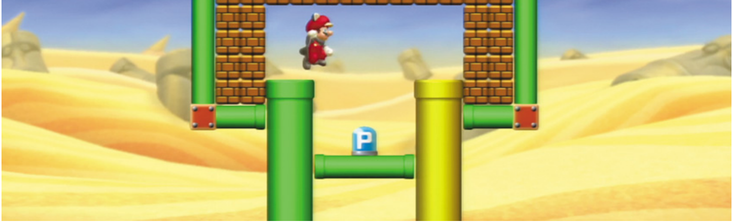
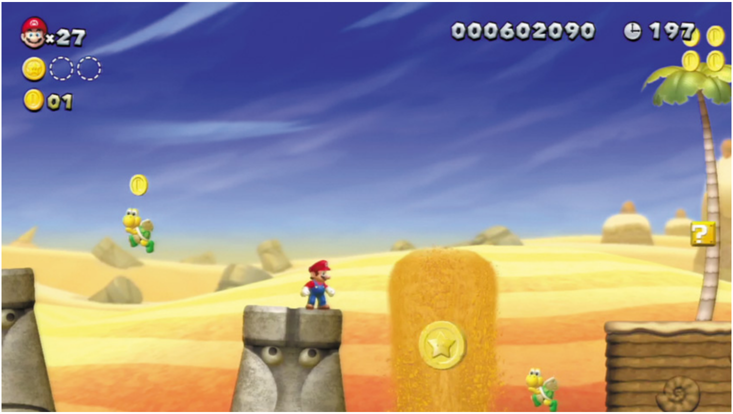


As Flying Squirrel Mario, soar up and enter Warp Pipe F to reach this small side area. Hit the P Switch here to turn all of the Brick Blocks to Coins, then grab as many as you can before the time expires. Be sure to collect that Star Coin, too!

Tip

If you're in need of a Super Acorn, jump onto the palm trees to the left of the Checkpoint Flag, then jump up and stomp an Acorn-toting Waddlewing. You can also reach this high Warp Pipe with the help of Balloon Baby Yoshi.

STAR COIN 3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197

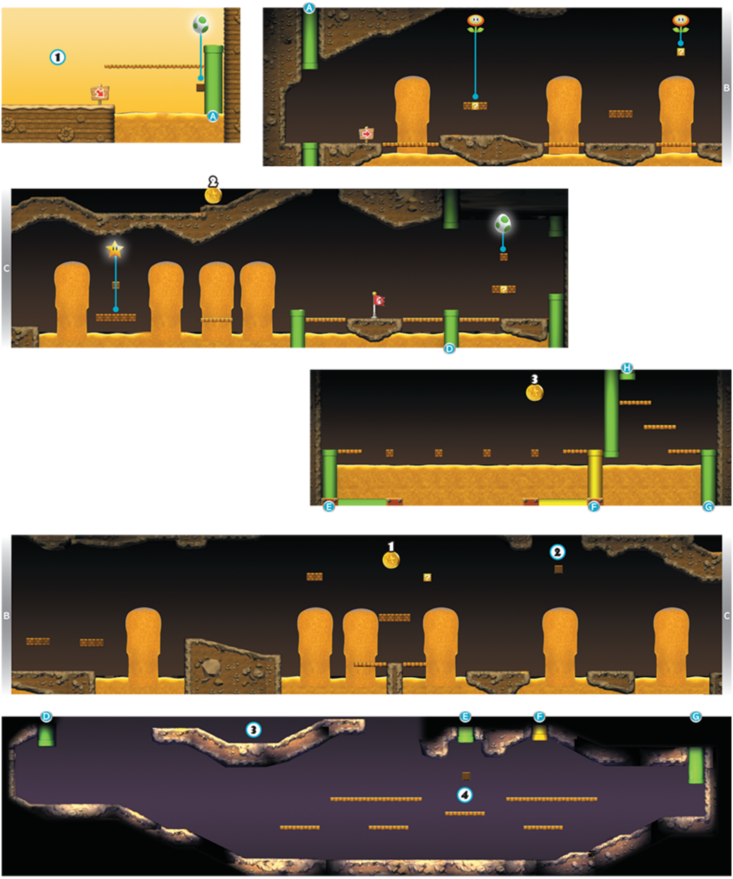
Stand on the tilting Stone-Eye statue near this final Star Coin and study the nearby Sand Geyser. Jump out and grab the Star Coin just as the Sand Geyser begins to froth up. Nice one!

Tip

If you can reach the top of the tall palm tree to the right of this Star Coin, three sets of Brick Blocks will appear, making your final run toward the Goal Pole much easier!

Layer-Cake Desert 2

Perilous Pokey Cave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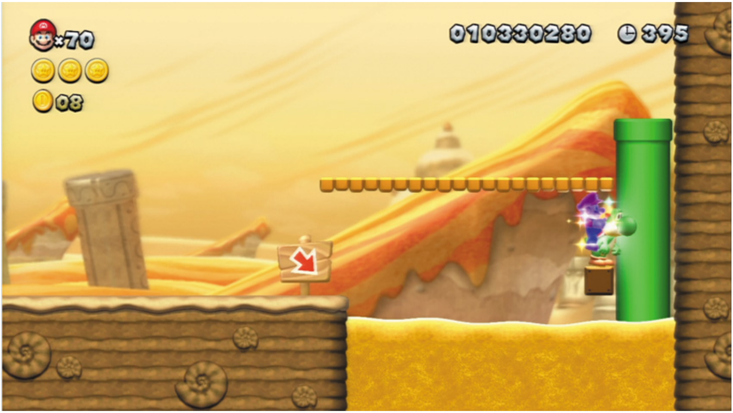
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Defeat this stage's very first Pokey with fireballs, iceballs, or Super Star power, then jump around the quicksand he was guarding and strike a hidden Block. Out pops Mario's pal, Yoshi!

Tip

Hit Pokeys in the head with fireballs to quickly topple them. Yoshi can also gobble up Pokeys for you.

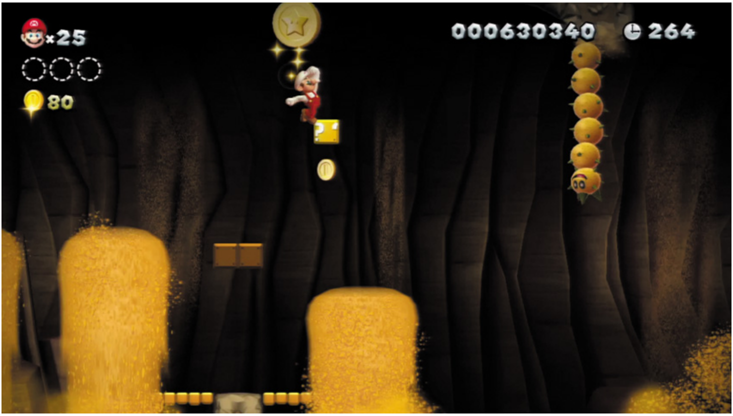
Tip

You can sneak past this first Pokey by allowing Mario to sink beneath the sand, moving past the Pokey, and then hitting the hidden Block to free Yoshi. Eat the Pokey afterward when it turns into Fruit, and you can start off with a useful Power-Up!

Tip

Pokeys periodically flash and change into fruit form for a brief moment. Have Yoshi eat a Pokey while it's in fruit form. He'll provide you with bonus power-ups!

STAR COIN 1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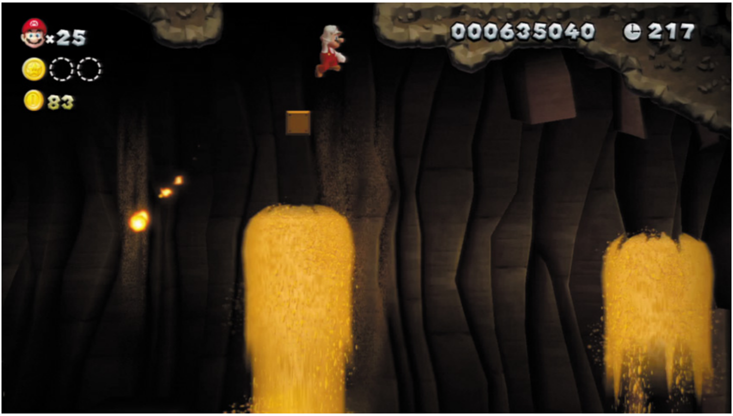
The first Star Coin floats up high here. Simply leap from the top of the nearby ? Block to nab it.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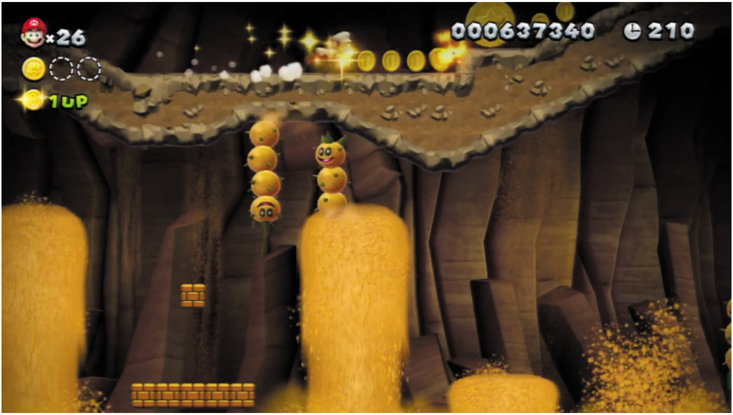
83

Jump from the top of the Sand Geyser here to strike a hidden Block. Jump onto the Block, and then leap up to reach a hidden overhead path that's lined with Coins.

STAR COIN 2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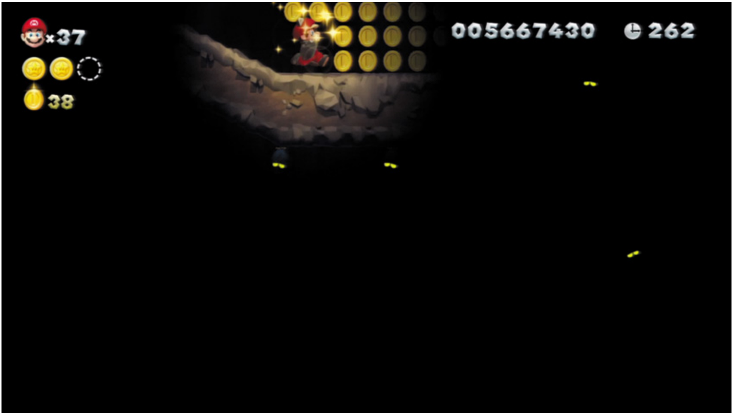
Jump from the hidden Block at Point 2 to reach this overhead path, where the second Star Coin sits.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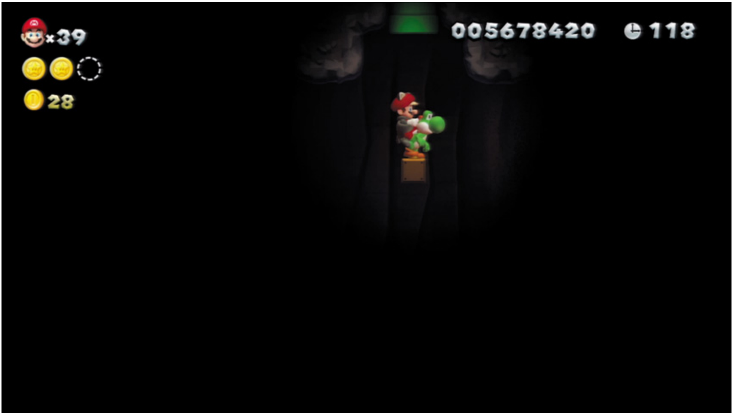
Use Yoshi (or bounce off a Swooper) to reach this high path, where bonus Coins are cleverly hidden.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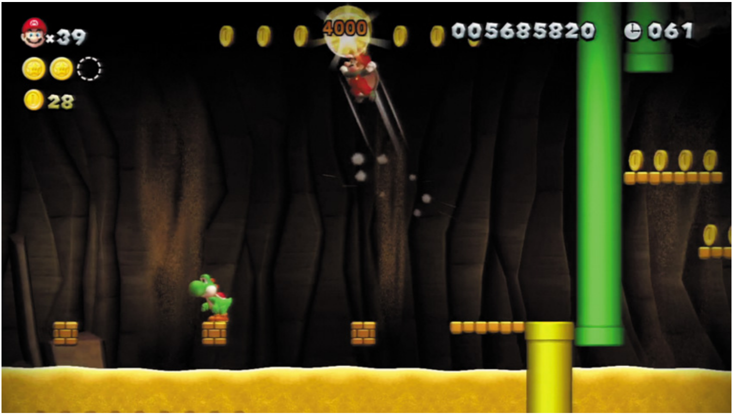
Jump up here to strike a hidden Block, then leap from the Block and enter the green Warp Pipe above.

STAR COIN 3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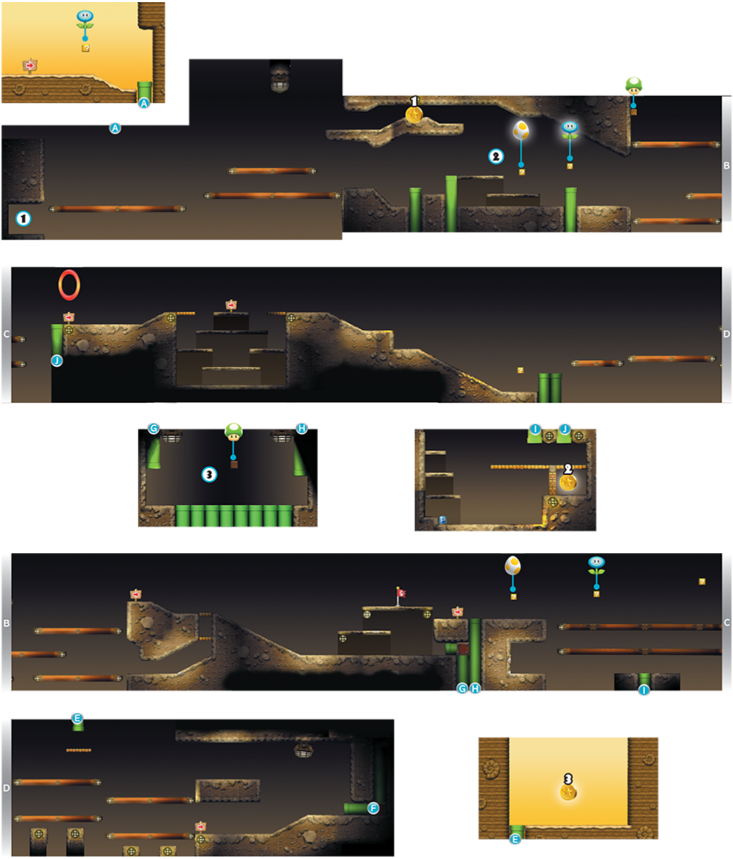
The final Star Coin is kept in this secret area—get here by entering the Warp Pipe at Point 4. This Star Coin is an easy grab with Yoshi's help. A well-timed wall jump off the nearby green Warp Pipe is your best bet for grabbing the Star Coin when Yoshi isn't around.

Tip

While riding Yoshi, simply bouce off of the Pokeys near the third Star Coin, and you can soar up and grab it!

Layer-Cake Desert 3

Fire Snake Cavern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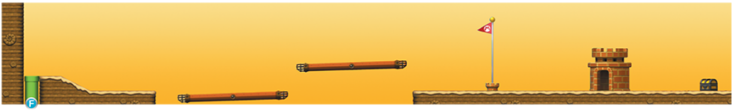

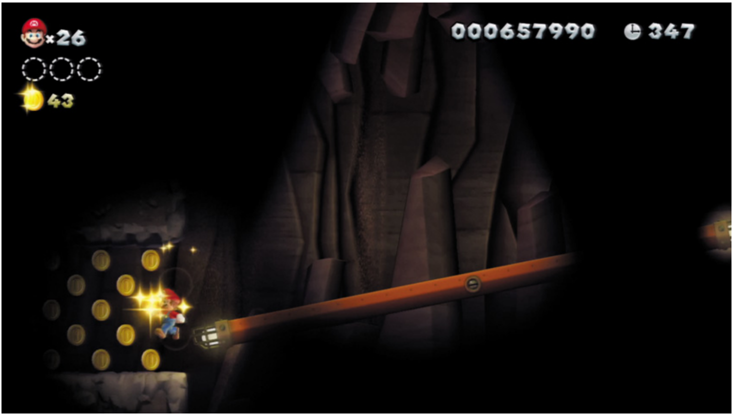
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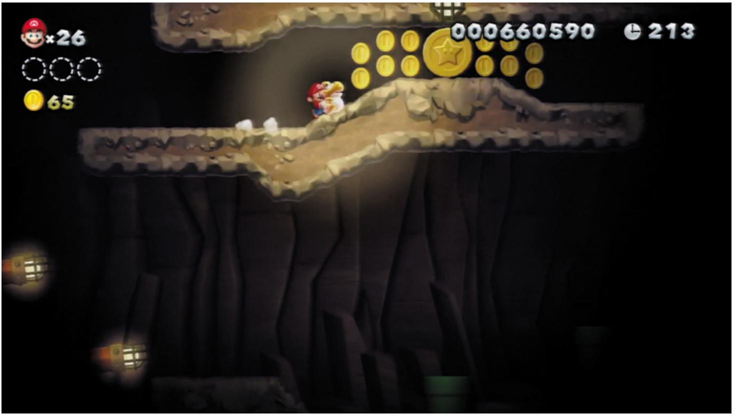
43

Run to the left along this stage's first few tilting platforms to discover this hidden, Coin-covered ledge.

STAR COIN 1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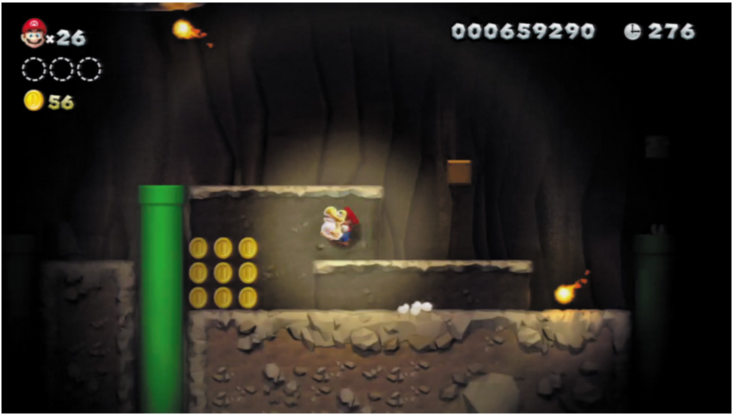
Reach the first Star Coin by running and jumping from the tilting platform to the left when the platform's right side is at maximum height.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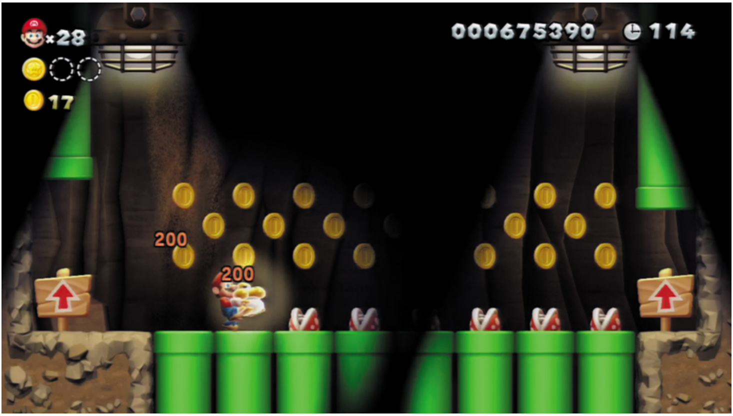
56

Collect a Glowing Baby Yoshi from the ? Block here, then perform a spin while holding the little fellow to illuminate your surroundings.

Tip

Spin while holding a Glowing Baby Yoshi to stun or repel nearby enemies!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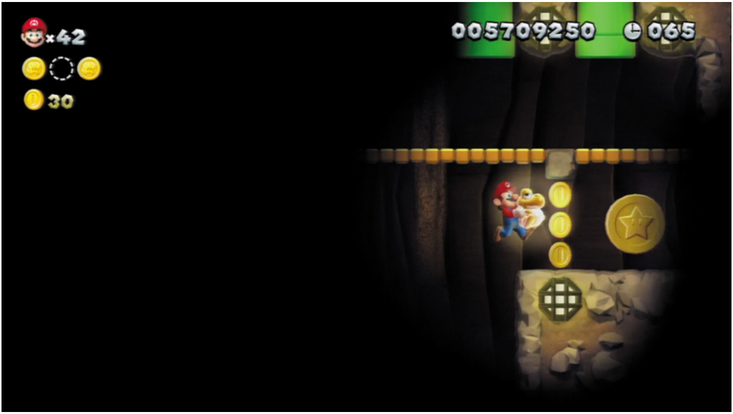
Enter this small cavern by way of the Warp Pipe, then run into the row of Piranha Plants while carrying Glowing Baby Yoshi. The hungry little guy will gobble them all up, letting you safely collect the Coins above.

Tip

Jump up and hit a hidden Block in this underground cavern to score a 1-Up!

STAR COIN 2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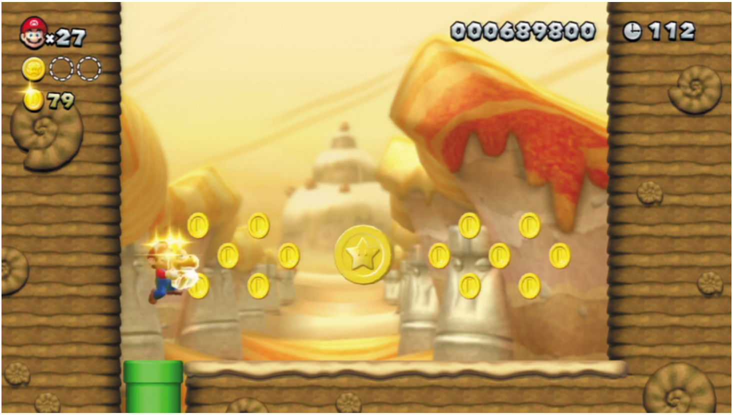
Ground pound through a tilting platform's central Brick Blocks to reach a low Warp Pipe that leads to this secret cavern. Beware of the Fire Snakes here as you move to stomp the P Switch in the corner. Once stomped, the P Switch temporarily transforms the Brick Blocks near the Star Coin into Coins—quickly jump through the Coins and grab that Star Coin!

Tip

Gobble up Fire Snakes with Glowing Baby Yoshi to make reaching the second Star Coin much easier!

STAR COIN 3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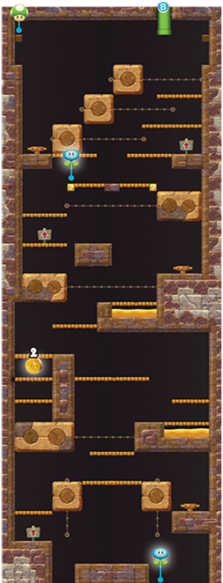
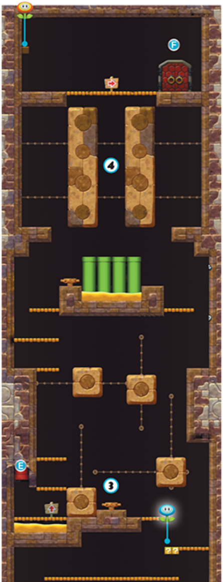
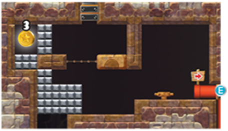
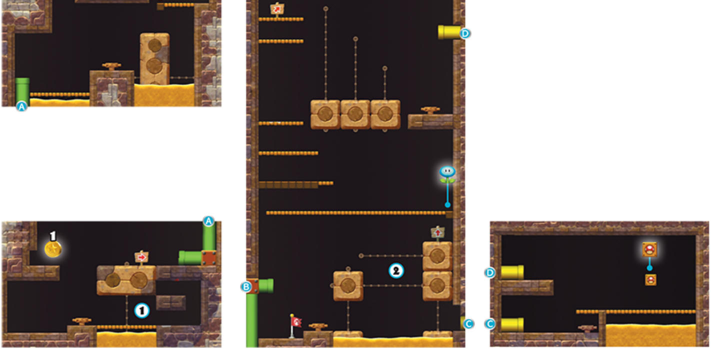
79

Jump up and enter overhead Warp Pipe E to reach this small outdoor area. Grab some fresh air up here, along with the final Star Coin!





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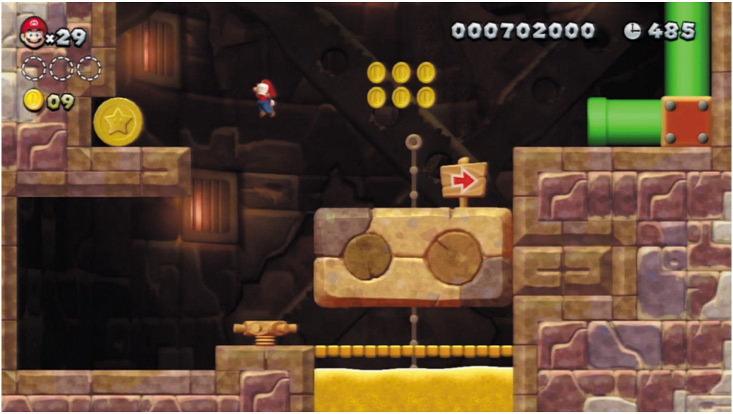
STAR COIN 1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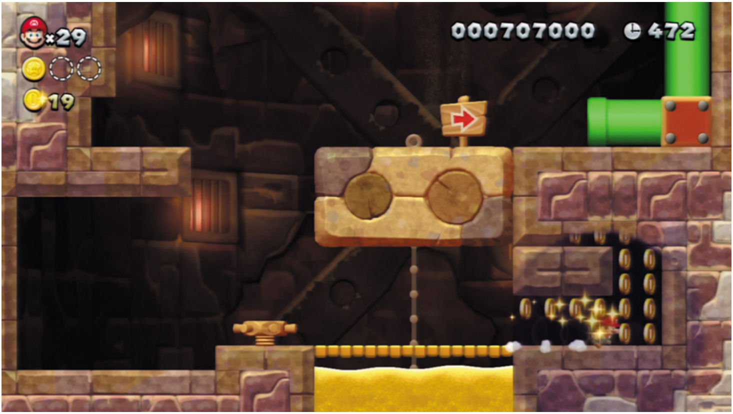
Spin while standing atop the screwtop in this tower's entry chamber to make the first Star Coin emerge from the nearby wall. Quickly jump onto the nearby Screwtop Platform, then leap over and collect the Coin before it recedes back into the wall.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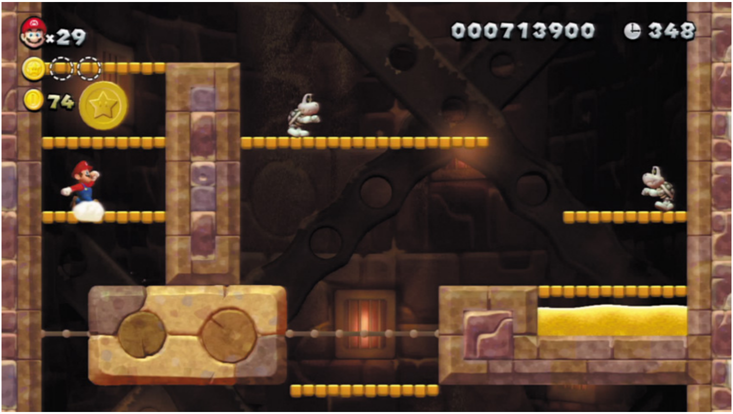
Pass through the false wall in the tower’s entry chamber to discover some hidden coins. You’re off to a good start!

STAR COIN 2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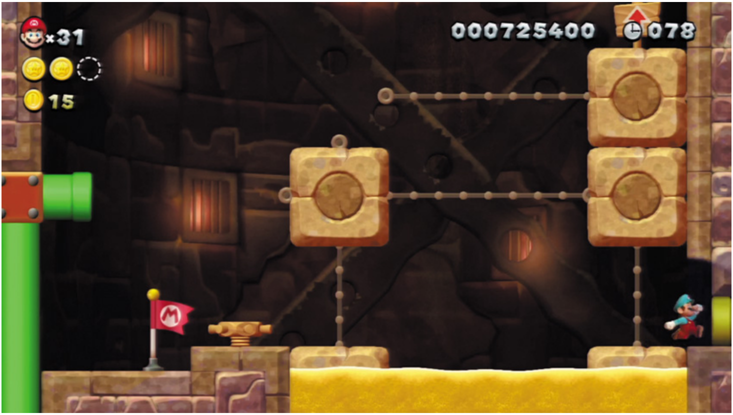
Spin another screwtop to move the Screwtop Platforms that lie below the second Star Coin. Quickly cross over to the tower’s left side and then wall jump up to the Star Coin before the Screwtop Platforms return to their original positions.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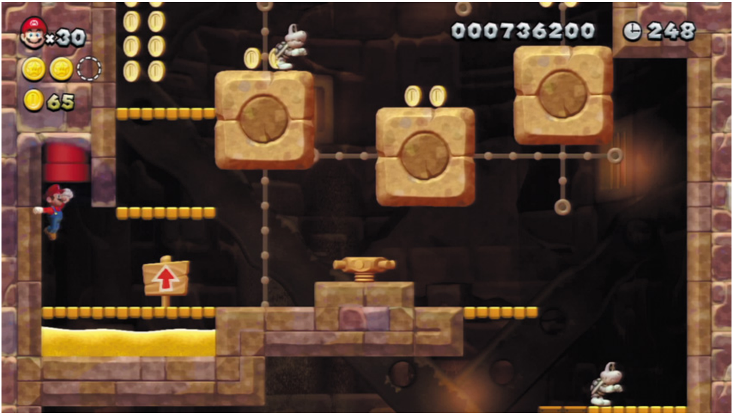
You could manipulate the Screwtop Platforms here to create some makeshift stairs that lead upward—but it's much easier to simply enter the hidden Warp Pipe to the right!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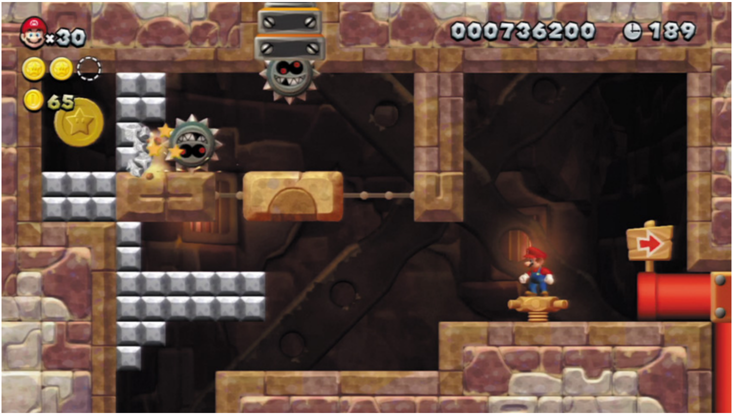
65

Use this screwtop to raise the Screwtop Platform to the left, then run past it and wall jump up the left wall to discover another hidden Warp Pipe. Sneaky!

STAR COIN 3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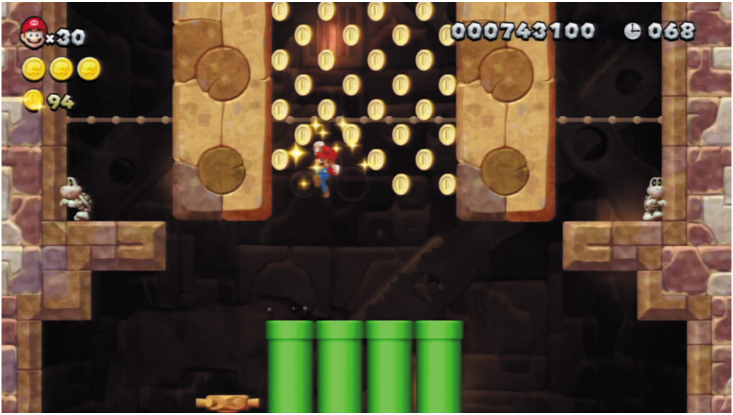
Spin the screwtop in this room to move the lone Screwtop Platform to the left. Time the Screwtop Platform to catch a Grrrol while it's moving to the right so that it will bounce off the wall and then move the Screwtop Platform to the left to smash the gray Blocks to the right of the Star Coin.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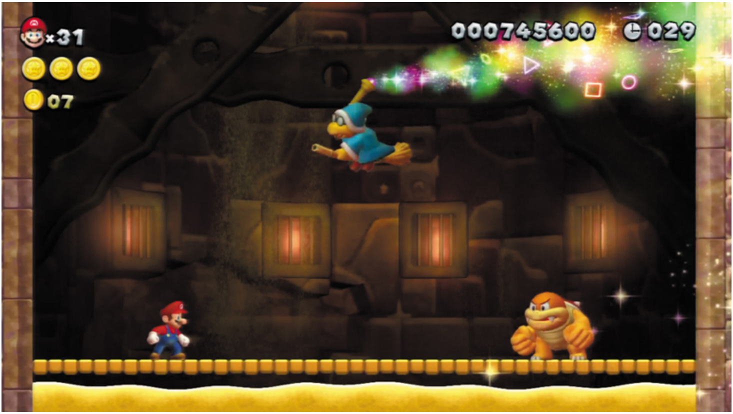
Rather than using the Pipe Cannons to rocket up to the tower's apex, try wall jumping between these last two Screwtop Platforms to collect more of the Coins that lie between them.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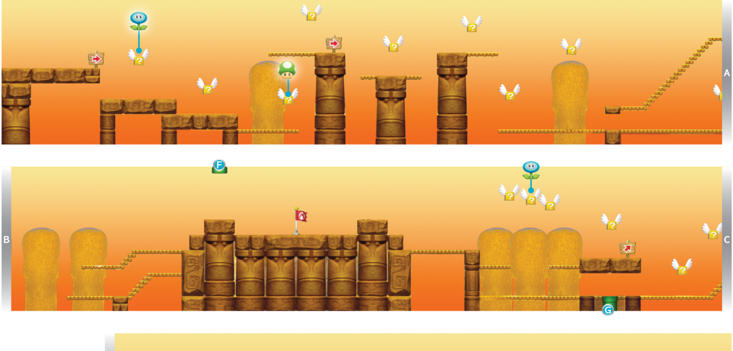
The beastly Boom Boom awaits at the tower's apex. This time, his powers are enhanced by the dastardly Magikoopa! Boom Boom now periodically leaps into the air as he chases you down, presenting a more challenging target. Your objective remains the same, however: stomp Boom Boom three times to beat him down!

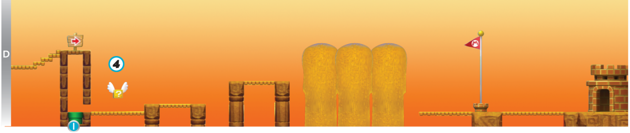
Tip

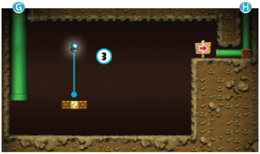
After stomping Boom Boom once, try stomping him the moment he stands back up, and you'll have little trouble defeating him. Fireballs can also be used to defeat Boom Boom from a safe distance.

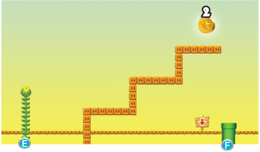
Layer-Cake Desert 4

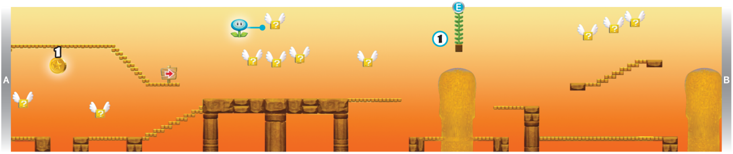
Spike's Spouting Sands

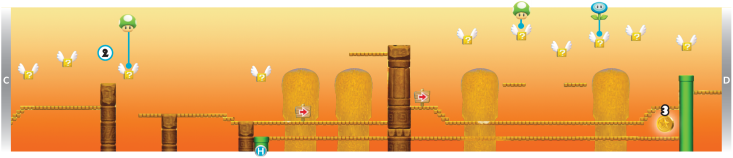


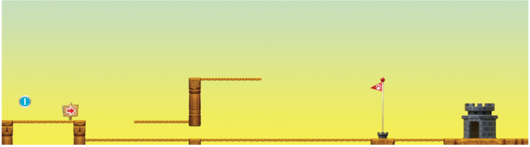




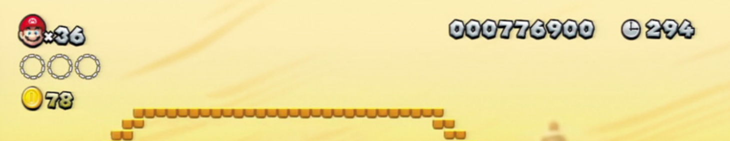








STAR COIN 1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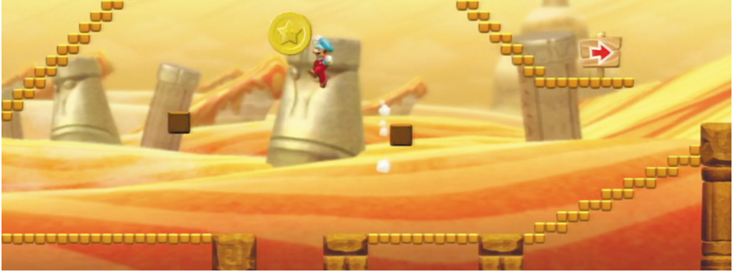
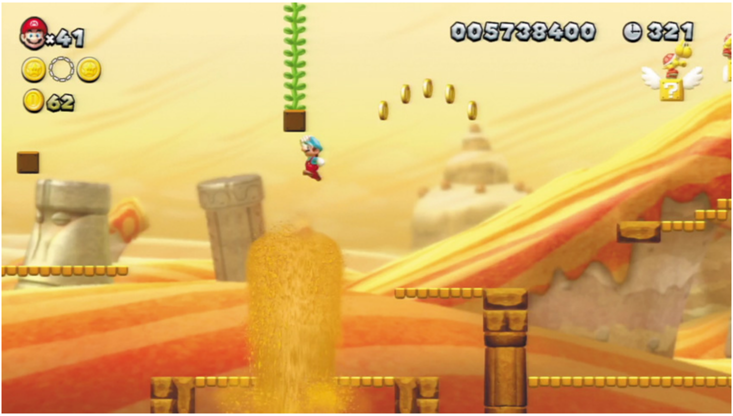


Defeat the Spike enemies near this Star Coin by striking the winged ? Blocks that they're perched upon. Then leap from one of the Blocks and collect the hovering Star Coin.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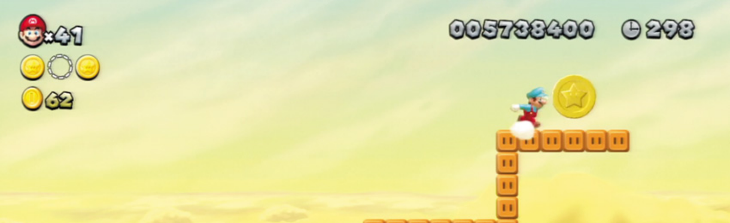
Stomp the Spike that sits atop this Sand Geyser, then jump up and whack a hidden Block above the Sand Geyser to extend a Beanstalk into the sky. Climb that Beanstalk to visit a secret area!

STAR COIN 2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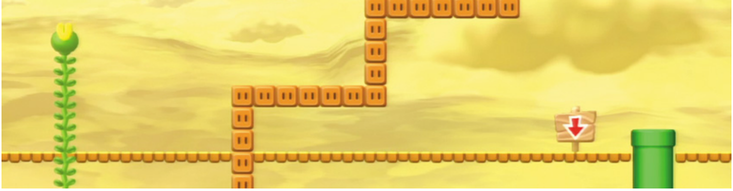
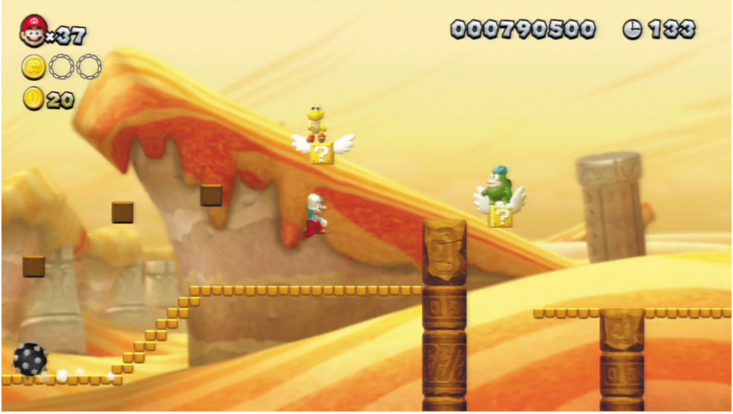


The second Star Coin is hidden in this secret area—climb the Beanstalk at Point 1 to get here, then simply hop up the Stretch Blocks and collect the Star Coin. Super!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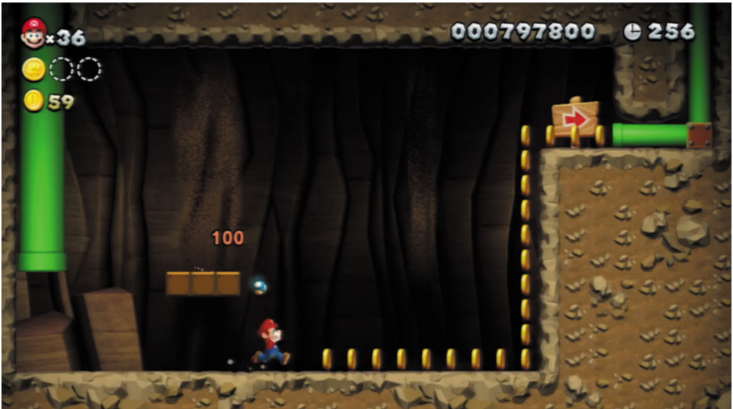
Stomp a Koopa here, then toss its shell at the winged ? Block that hovers above the nearby pit to make a 1-Up pop out. Score!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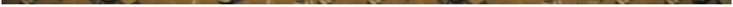
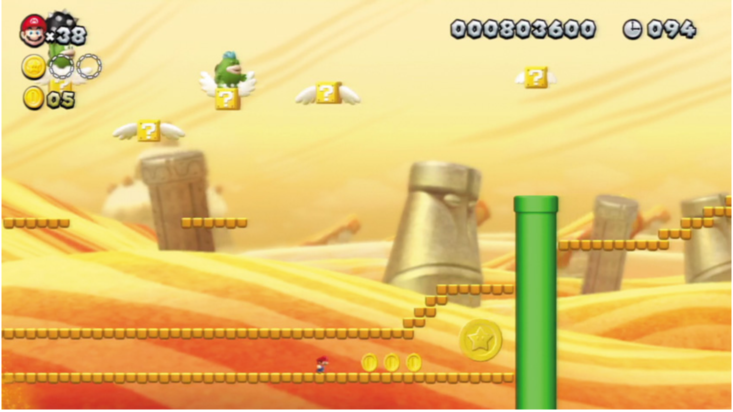


Enter the Warp Pipe behind the false wall to the left of Point 2 to reach this small cavern. Obtain a Mini Mushroom from the ? Block down here, then simply dash to the right. Your speed will carry you up the wall and into the mini Warp Pipe above.

STAR COIN 3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05
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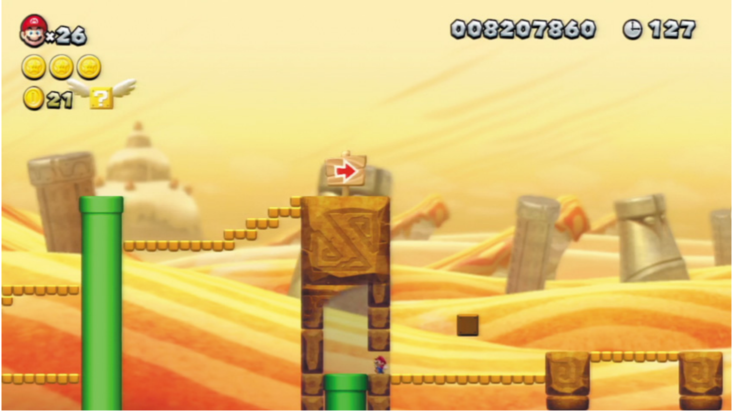
094

Transform into Mini Mario by collecting the Mini Mushroom from the secret cavern at Point 3, then return to the surface via the cavern’s mini Warp Pipe and sprint past several Sand Geysers to reach this final Star Coin.


×26
21
008207860
127

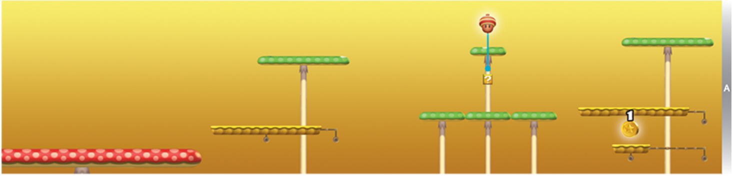
As Mini Mario, run into the tiny gap at the bottom of the false wall here to discover a hidden Warp Pipe. This Warp Pipe leads to the stage’s secret exit—finish the stage using this secret exit to unlock Layer-Cake Desert’s secret stage!

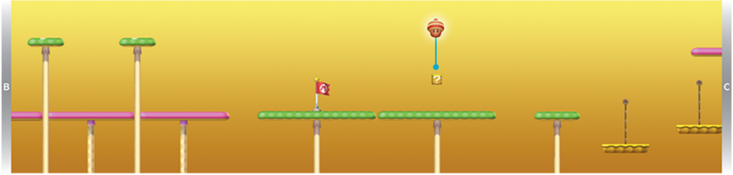
Tip

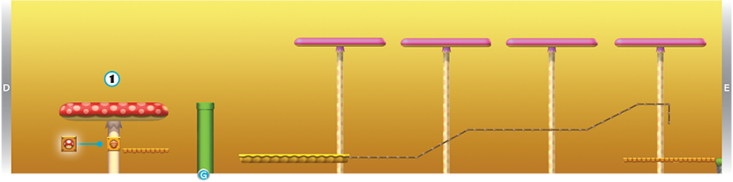
Even when you’re not Mini Mario, you can still enter the Warp Pipe at Point 4 by dashing and crouching to slide through the false wall’s tiny gap. Small Mario can also simply run through the gap, just like Mini Mario.

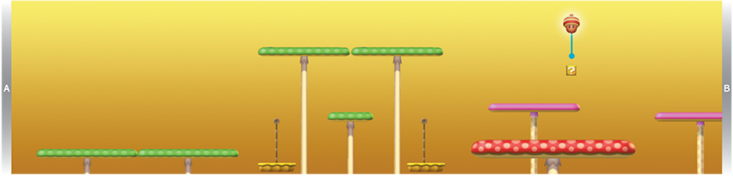
Layer-Cake Desert 5

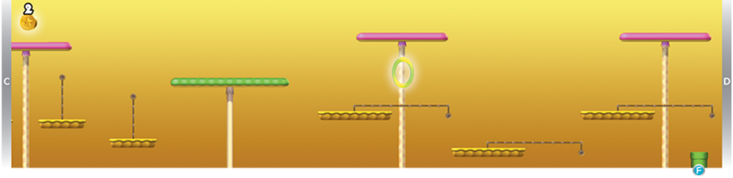
Dry Desert Mushrooms

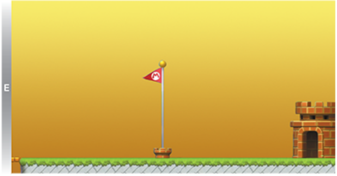


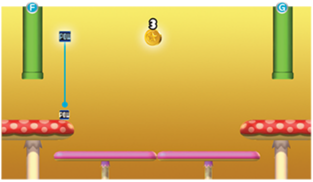


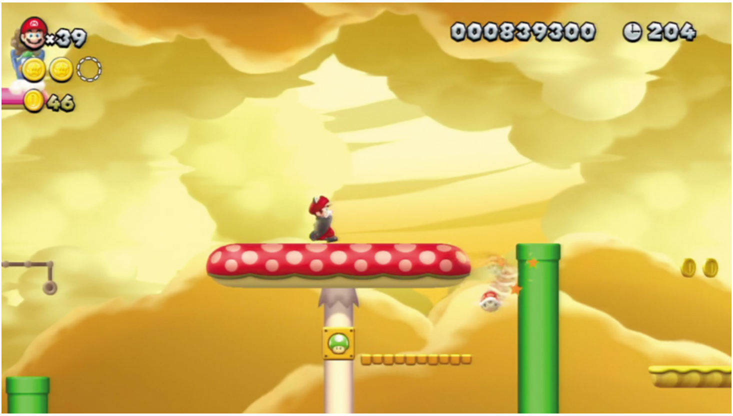








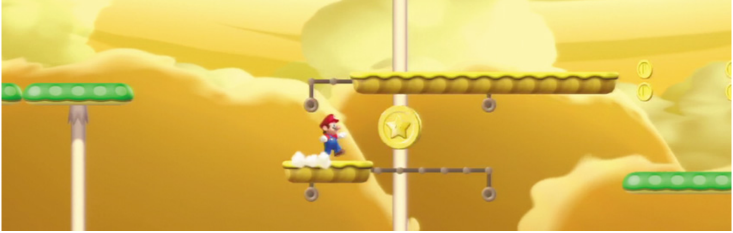



×39
0008339300
204
46

Stomp the Koopa here, then kick or toss its shell to the right. It'll bounce off of the nearby Warp Pipe and then strike the Roulette Block below, giving you a random item!

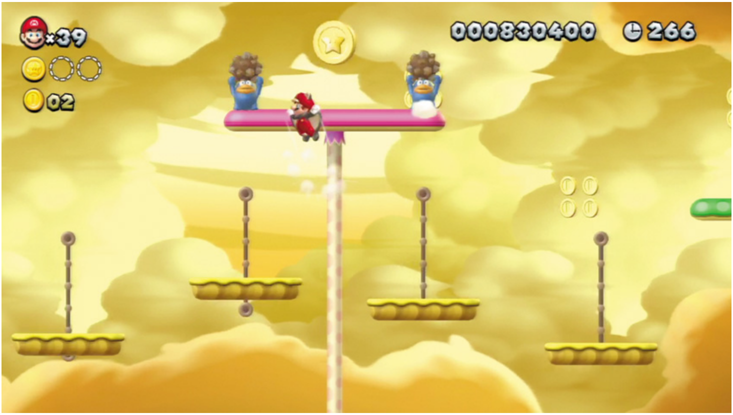
STAR COIN 1

×38
0008315900
368
41



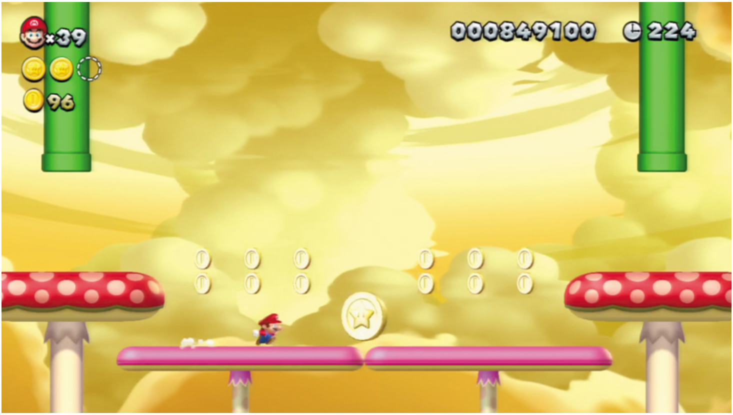
Stand on the Flatbed Ferry platform above this first Star Coin, and wait for the Flatbed Ferry to slide to the right. Then quickly drop to the lower Flatbed Ferry platform and grab the Star Coin. Flying Squirrel Mario can also simply glide down and then soar upward to grab this Star Coin, but it helps to first soar up and defeat those pesky Stone Spike enemies.

STAR COIN 2


×39
02
000830400
266

Soar upward with Flying Squirrel Mario to reach this high Star Coin. You can also reach this Star Coin with a regular jump from the height of the Flatbed Ferries below, but the overhead Stone Spike enemies make this approach far more risky.

STAR COIN 3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96
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224

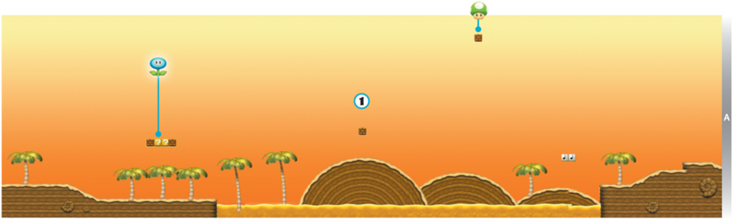
Use a Warp Pipe near Point 1 to visit this secret side area, where the final Star Coin is kept. Pick up the POW Block here and then stand on one of the Stretch Shrooms below. Toss the POW Block when the Stretch Shrooms are fully extended to make the Star Coin fall, then quickly collect the Star Coin before the Stretch Shrooms retract—otherwise it will fall, and you'll have to revisit this stage to try for it again!

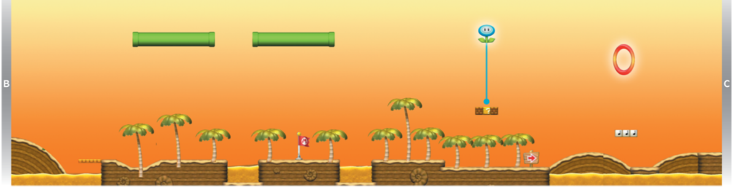
Tip

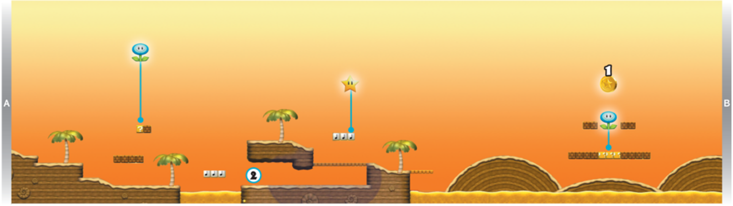
Flying Squirrel Mario can simply wall jump off of a Warp Pipe and then perform a flying squirrel jump to reach the third Star Coin without using the POW Block.

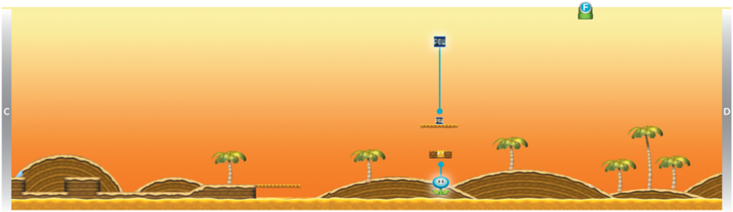
Layer-Cake Desert 6

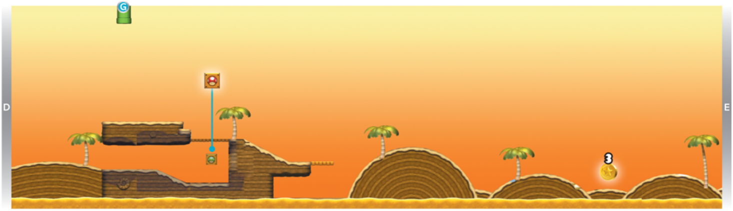
Blooming Lakitus

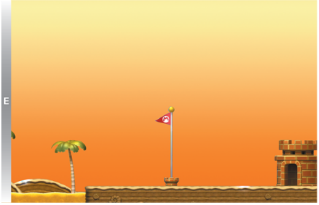


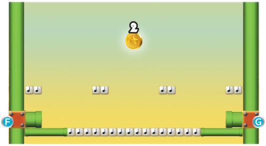


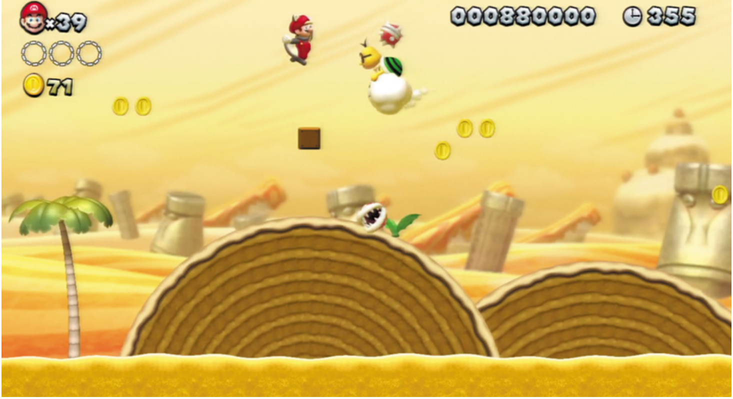








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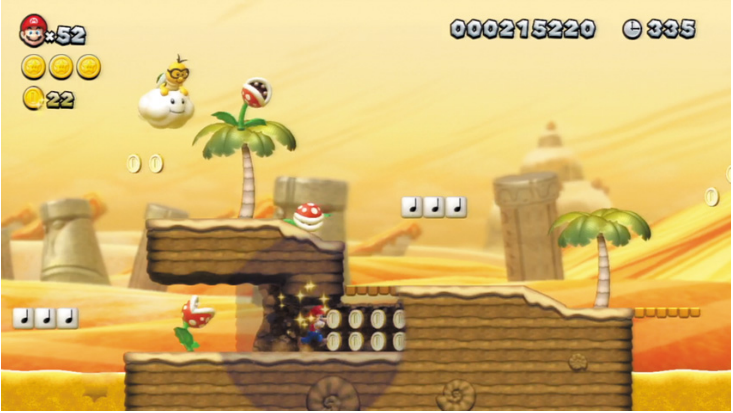
71
0008800000
355

The cloud-riding villain Lakitu makes his first appearance as you near this Brick Block. Stand on the Brick Block and try to jump up and stomp Lakitu when he floats close. Then jump onto his cloud to commandeer it and explore this stage from the sky!

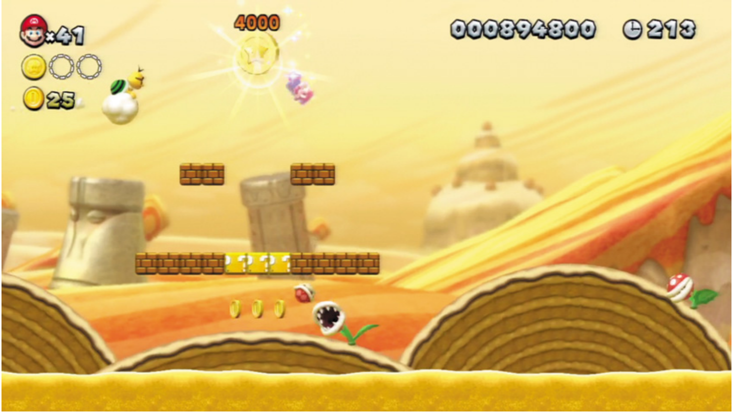
Note

Lakitu's cloud will evaporate after 15 seconds of game time. When Lakitu returns, try stomping him again so that you may commandeer another cloud!


×52
22
000215220
335

Defeat the Piranha Plant here, then pass through the false wall beyond to enter a hidden, Coin-filled passage.

STAR COIN 1


×41
4000
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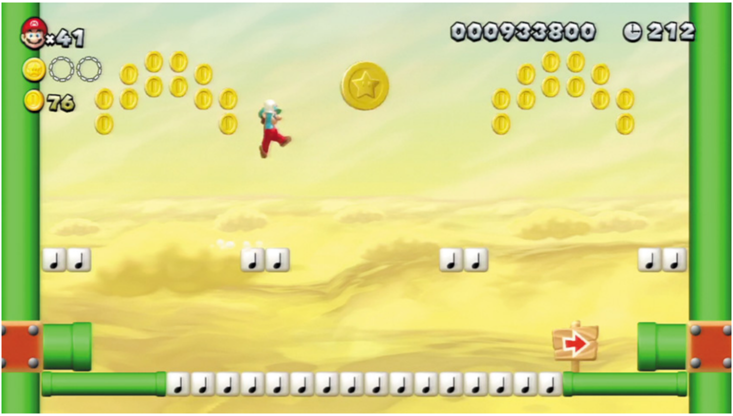
213
25

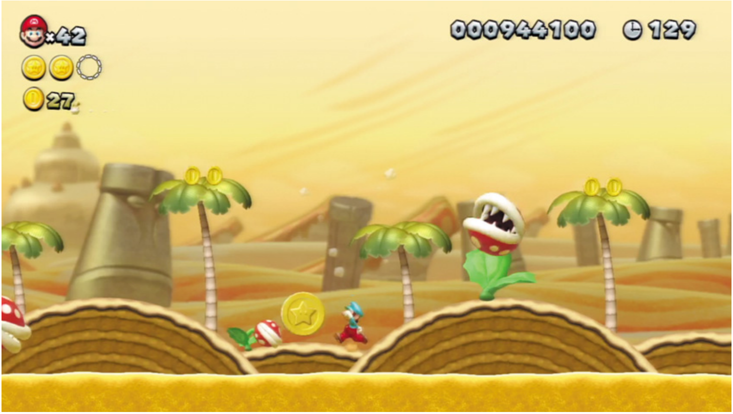
Jump up and grab this Star Coin, but beware of that airborne creep, Lakitu. The high Brick Blocks here offer another good spot to stomp Lakitu and steal his cloud.

STAR COIN 2


×41
000933800
212
76

Commandeer Lakitu's cloud and fly up high to reach Warp Pipe F that leads to this secret side area. Jump as you bounce off the Note Blocks here to bound up and snag the high hovering Star Coin. Well played!

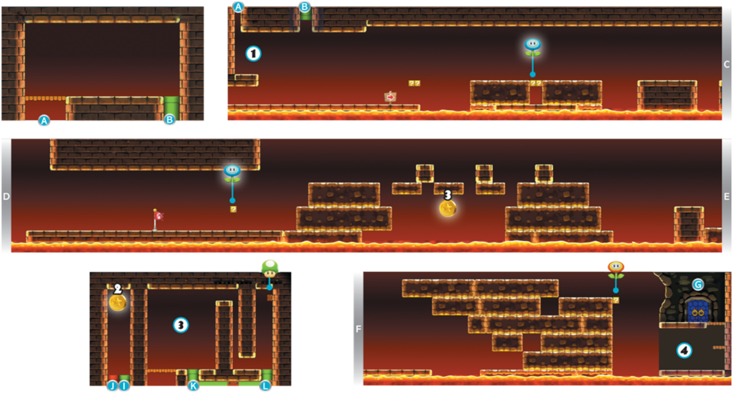
STAR COIN 3


×42
000944100
129
27

The final Star Coin sits here, within easy reach. Beware of the Big Piranha Plants, along with the Piranha Plants that Lakitu might be raining down, as you move to collect this final prize.

Layer-Cake Desert Castle

Morton's Compactor Castle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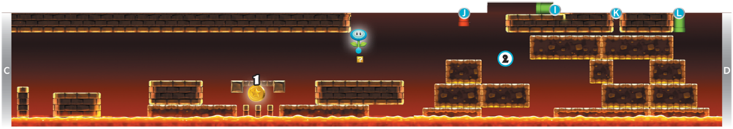
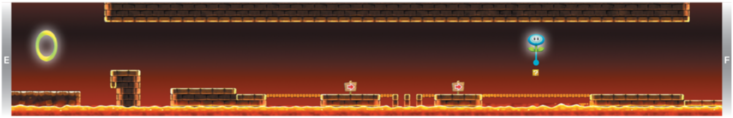
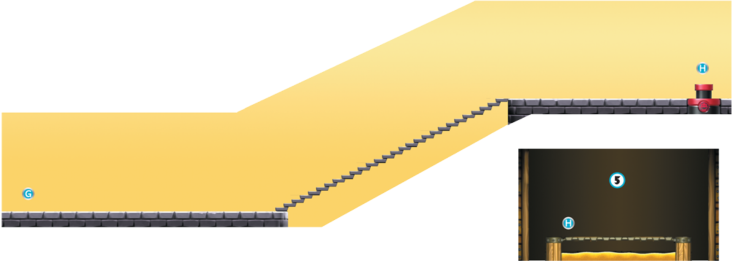
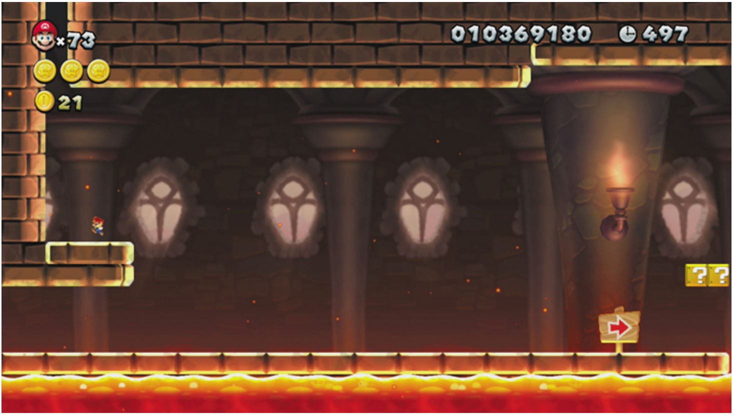







×73
010369180
497
21

Enter this stage as Mini Mario, and you can leap over and dash up the left wall to reach a secret passage right from the start! The passage leads to a small side room that's filled with glorious Coins.

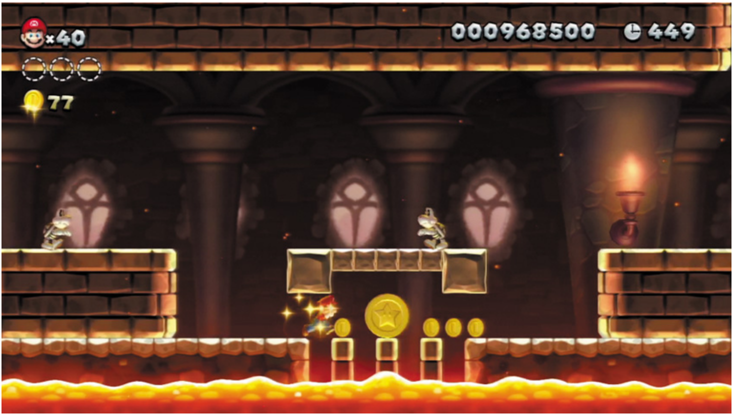
Tip

You can find a Mini Mushroom in Layer-Cake Desert 4—Spike's Spouting Sands. Finish that stage as Mini Mario, and you'll be able to enter this stage as Mini Mario.

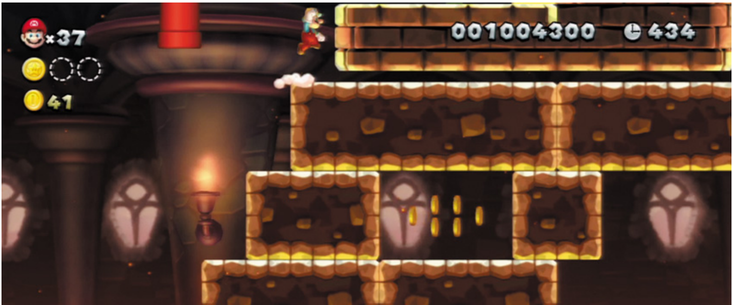
Tip

Flying Squirrel Mario can also enter this secret Mini Mario area by way of flying squirrel jump!

STAR COIN 1


×40
000968500
449
77

Stand on the moving block near this Star Coin, and start dashing toward the Star Coin the moment that your moving block slides close. If you time it right, you can dash straight across the tiny gaps in the floor around the Star Coin without falling!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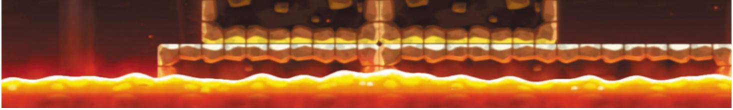
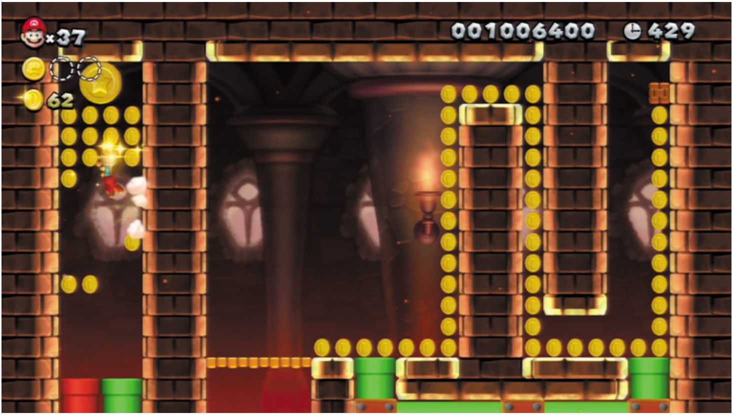
434
41



Leap up these moving blocks when they slide into position and briefly form a makeshift staircase. Jump on top of the roof and move to the right to enter a hidden, out-of-sight Warp Pipe that leads to a secret area.

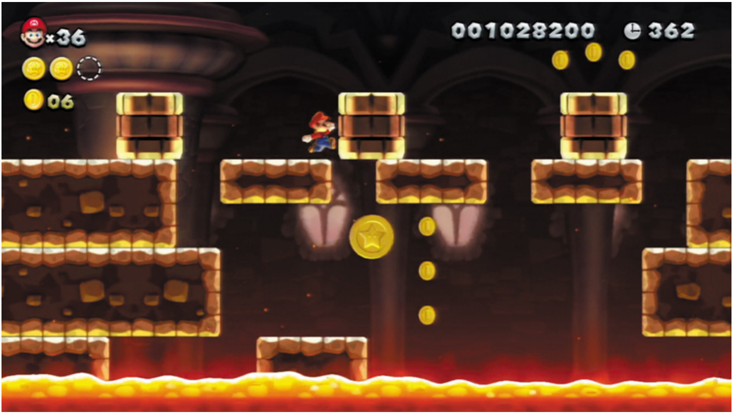
STAR COIN 2


×37
001006400
429
62

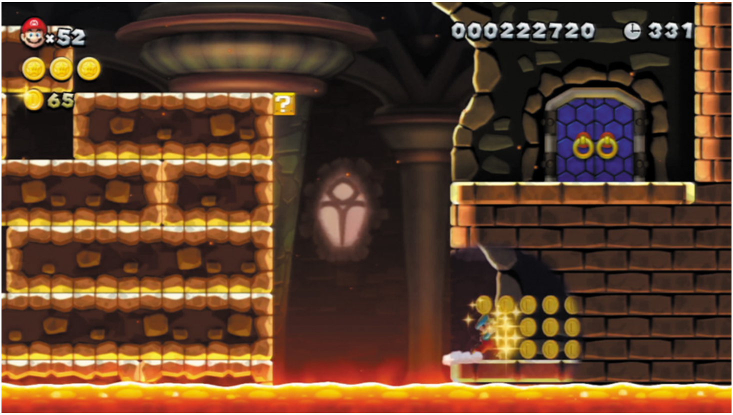
Enter the secret Warp Pipe at Point 2 to reach the left side of this secret area. Simply wall jump between the narrow walls to claim lots of Coins, including the Star Coin high above. You can't reach this area's right half from here, so simply leave through the red Warp Pipe.

Only Mini Mario can enter this secret side area. Dash up the moving blocks at Point 2 and run along the narrow gap atop the blocks. Then jump and dash up the narrow gap in the ceiling to reach this half of the secret side area, where plenty of coins and a 1-Up Mushroom are found.

STAR COIN 3


×36
06
001028200
362

The third Star Coin is the trickiest one to claim. Notice the three moving blocks above the Star Coin—stand on the far-left block and drop from its right side when the lowest moving block begins to slide from left to right across the lava. Aim to land on the low moving block, then quickly jump up and grab the Star Coin. Escape by scaling the blocks on the right before the low moving block slides all the way to the right, leaving you no place to stand.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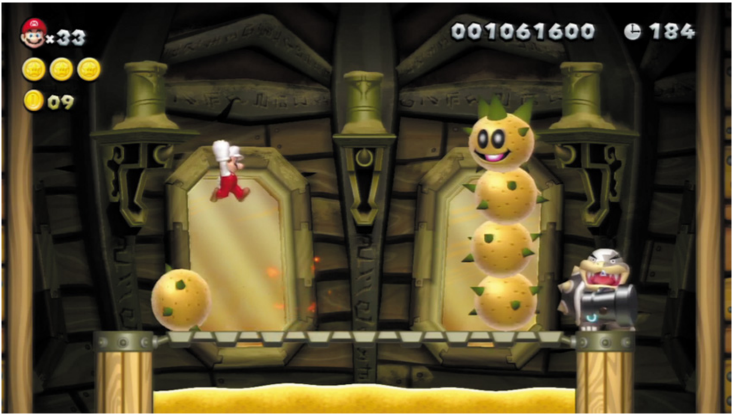
65
000222720
331

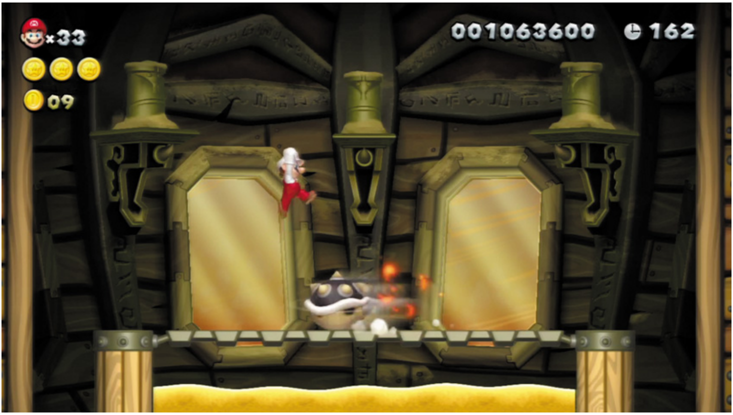
Carefully slide down the wall here to enter a hidden area that’s filled with Coins.


×33
09
001061600
184

Morton, the vile boss of Layer-Cake Desert, hungers for battle aboard his airship. This hammer-holding boss wastes no time in summoning a Pokey, then begins to smack spiked Pokey parts at you! Dodge each piece of the Pokey until the entire creature has been hammered, then dash over and give Morton a good stomp.

Caution

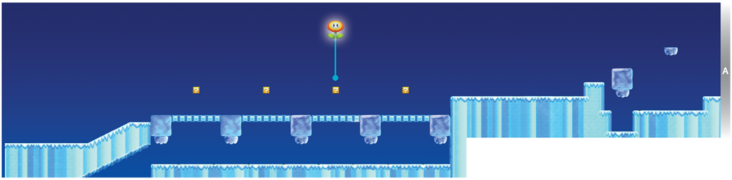
Most Pokey parts come zipping along the floor, but Morton sometimes sends them sailing through the air. Don't be fooled—wait to see how the Pokey bits have been hit, then dodge accordingly.

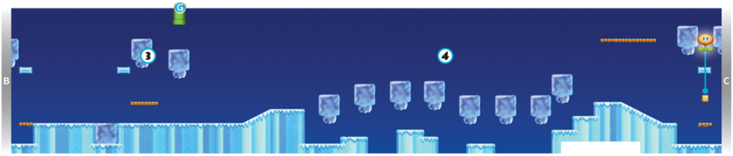

×33
09
001063600
162

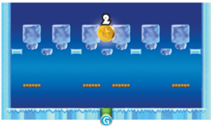
After being stomped, Morton turtles up and zips back and forth in his spike-covered shell. Jump over Morton each time his flies by, then be prepared to avoid more Pokey parts after Morton emerges. Stomp Morton after his Pokey is no more, then dodge and repeat for a third stomp, bringing this boss's batting practice to an end.

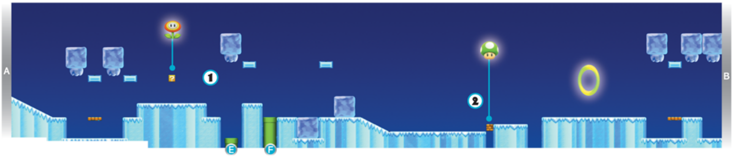
Layer-Cake Desert Secret Stage

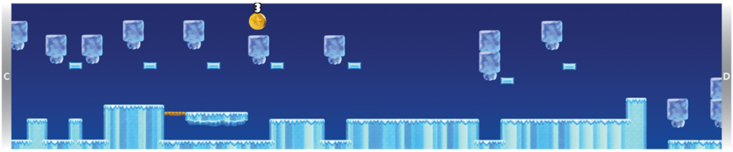
Piranha Plants on Ice

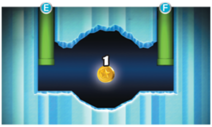


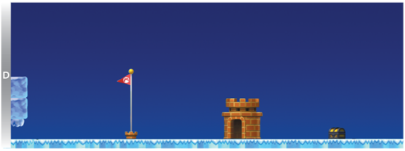






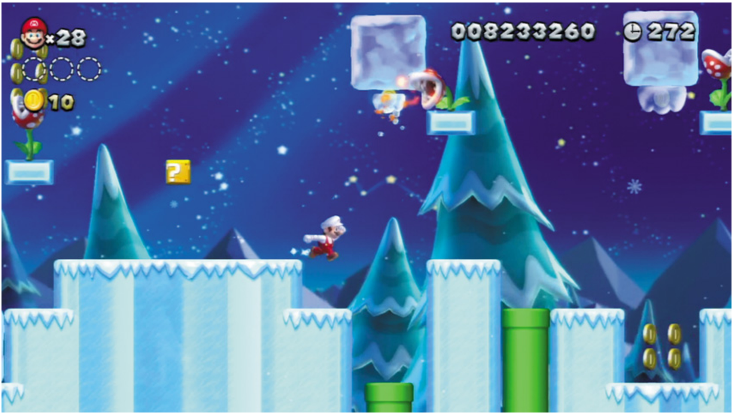






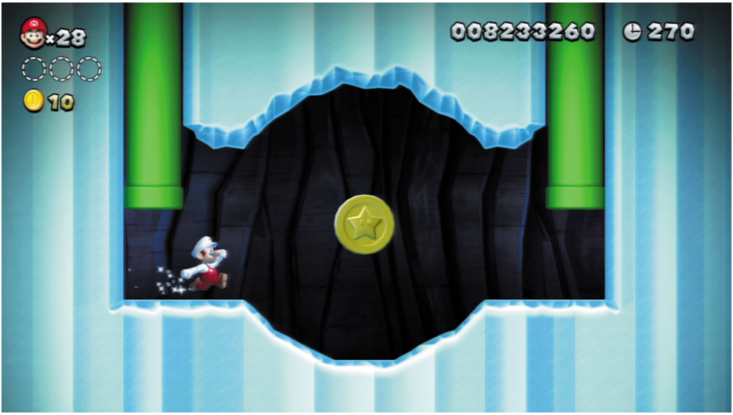
Note

This special stage appears on the World Map after you discover the secret exit in Layer-Cake Desert 4—Spike's Spouting Sands. See that level's section for details!


×28
10
008233260
272

Hurry and enter the Warp Pipe here before the nearby Fire Piranha Plant spits out a fireball that causes the overhead Ice Chunk to fall. If you stop to collect a power-up from the nearby ? Block, you won't have time to enter the Warp Pipe!

STAR COIN 1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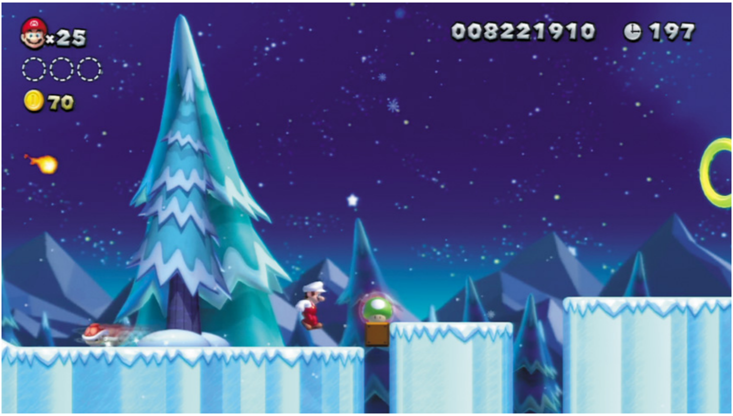
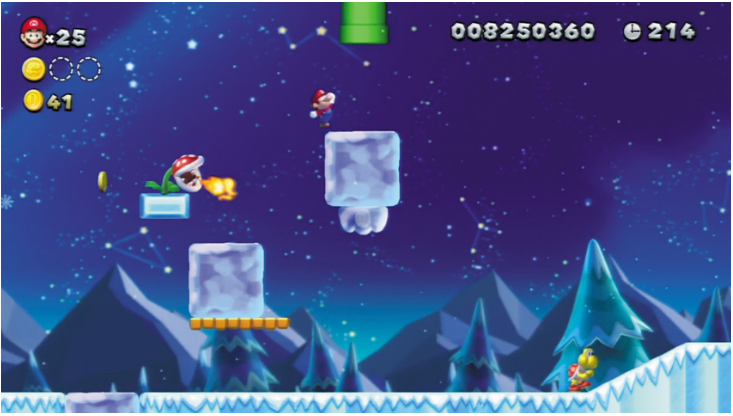
270

Visit this underground cavern by way of the Warp Pipe at Point 1, and collect the first Star Coin from down here.

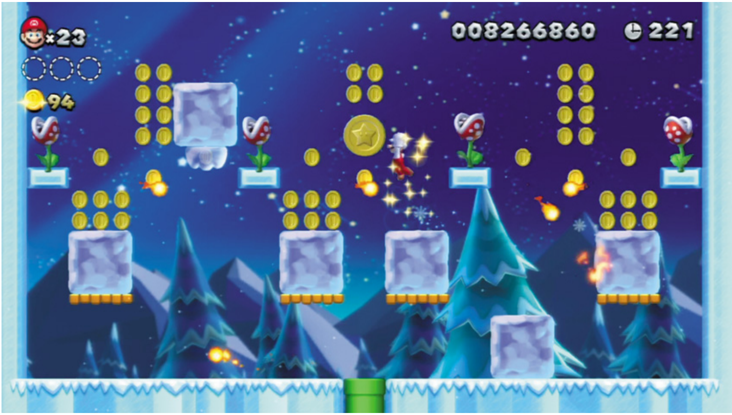

×25
70
008221910
197

Stun the Koopa that falls along with the Ice Chunk to the left of this Brick Block, then carry its shell to the right and use it to whack the Brick Block. Out pops a worthy 1-Up Mushroom!

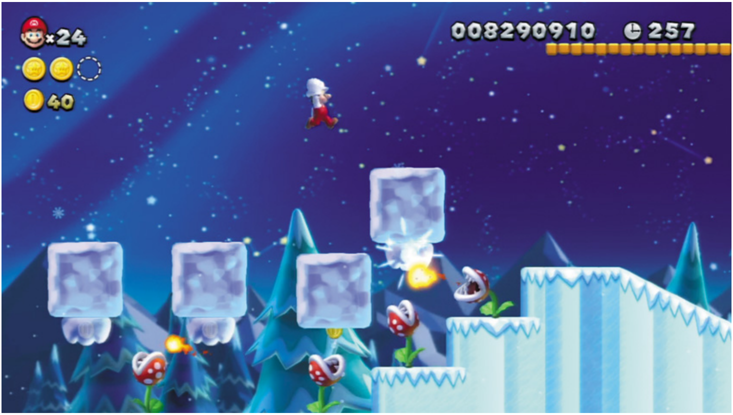

×25
41
008250360
214

Allow a Fire Piranha Plant to drop an Ice Chunk for you here, then quickly use it as a platform to reach the higher Ice Chunk to the right. Hurry and enter the overhead Warp Pipe before the Fire Piranha Plant causes the higher Ice Chunk to fall as well.

STAR COIN 2

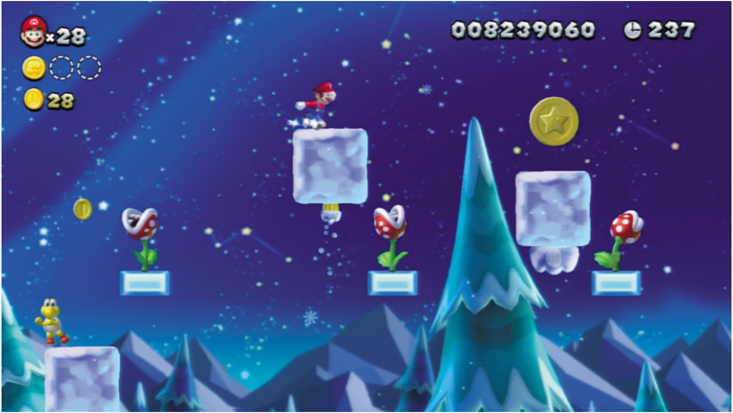

×23
94
008266860
221

Scale the Ice Chunks at Point 3 to visit this side area. Allow all of the Ice Chunks to fall, then carefully jump up them, avoiding the plentiful Fire Piranha Plants as you move to collect the hovering Star Coin.


×24
40
008290910
257

Quickly leap across these floating Ice Chunks before the surrounding Fire Piranha Plants cause them to fall. Jump from the final Ice Chunk to reach a high platform that leads to yet another floating Ice Chunk stretch.

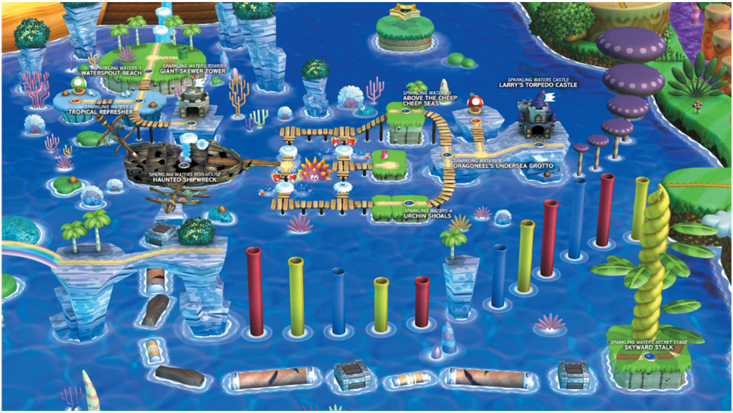
STAR COIN 3


×28
28
008239060
237

Jump along the high Ice Chunks at Point 4 and beyond to reach this final Star Coin. You've got to move quickly, though, or those pesky Piranha Plants will melt the ice and cause the Ice Chunks to fall!

Worlds

Sparkling Waters



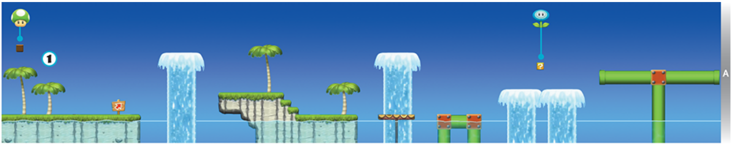
SPARKLING WATERS 1
WATERSPOUT BEACH
SPARKLING WATERS TOWER
GIANT SKEWER TOWER
SPARKLING WATERS 2
TROPICAL REFRESHER
SPARKLING WATERS 3
ABOVE THE CHEEP CHEEP SEAS
SPARKLING WATERS CASTLE
LARRY'S TORPEDO CASTLE
SPARKLING WATERS BOO HOUSE
HAUNTED SHIPWRECK
SPARKLING WATERS 5
DRAGONEEL'S UNDERSEA GROTTO
SPARKLING WATERS 4
URCHIN SHOALS
SPARKLING WATERS SECRET STAGE
SKYWARD STALK

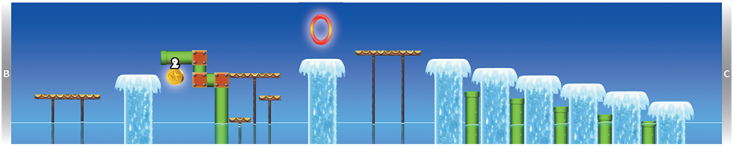
Locations

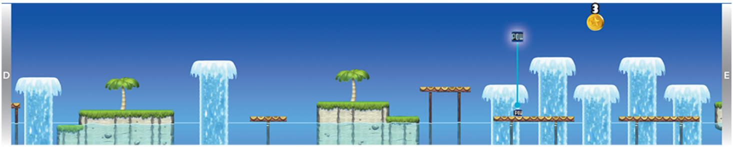
Levels	Toad Houses	Map Enemies	Boss
9	2	2	Larry

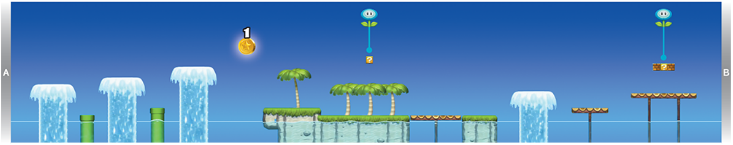
Sparkling Waters 1

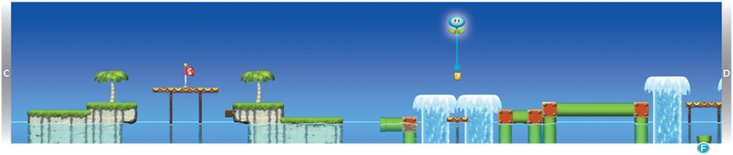
Waterspout Beach

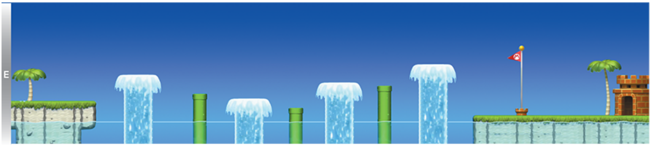


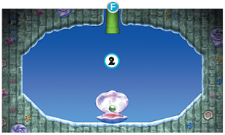


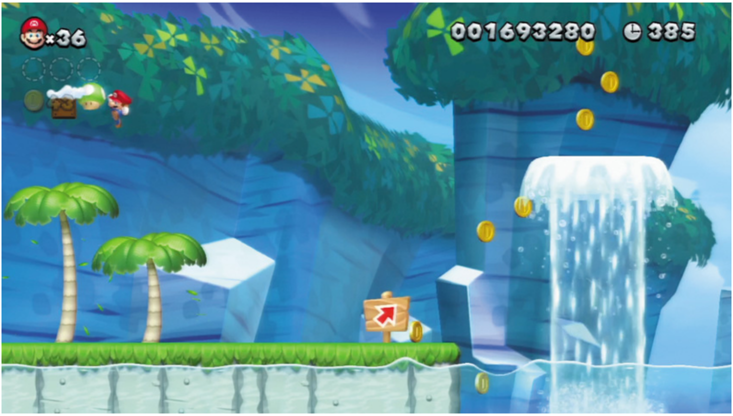










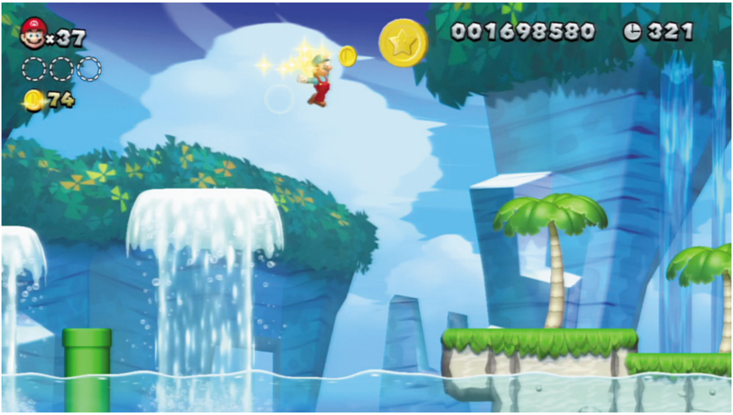

×36
001693280
385

Jump up these first two palm trees to discover a hidden Block that contains a 1-Up. Nice!

Tip

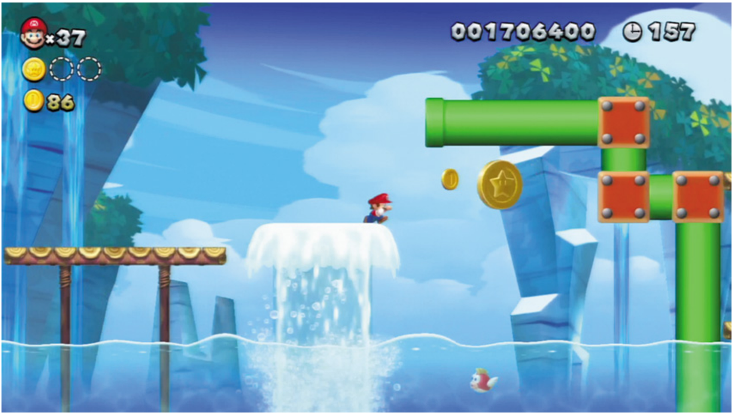
Perform a spin near the palm trees to potentially knock loose a few Coins!

STAR COIN 1


×37
74
001698580
321

Leap along the trio of Water Geysers to the left of this first Star Coin to gain the height you need to reach it. Two more to go!

STAR COIN 2


×37
001706400
157
86

Stand on the wooden platform to the left of the second Star Coin, and wait for the nearby Water Geyser to bubble up. Quickly jump across the Geyser just as it begins to rise, and leap for the Star Coin. But watch out for that Cheep Cheep down below!

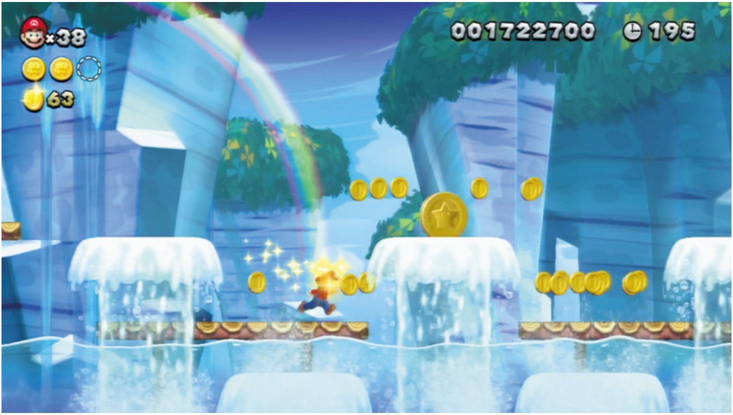
Tip

Having trouble with this Star Coin? Try freezing a Huckit Crab with an iceball, then carry the frozen enemy over to the Star Coin. Throw the enemy across the Water Geyser while it's gushing strong, and it will slide across and collect the Star Coin for you!

×37
001719100
270
31

Enter a submerged Warp Pipe F to visit this secret underwater cavern, where a Giant Clam guards a 1-Up Mushroom. Wait for the Giant Clam to open wide, then quickly swim over and claim the 1-Up before the Giant Clam slams shut again.

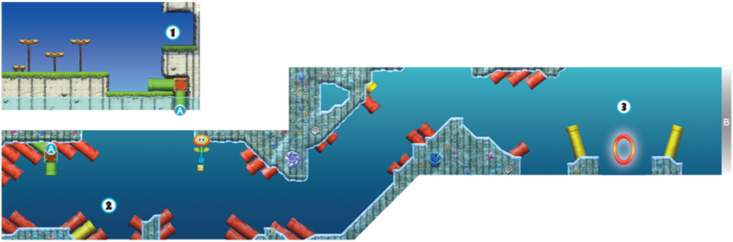
STAR COIN 3

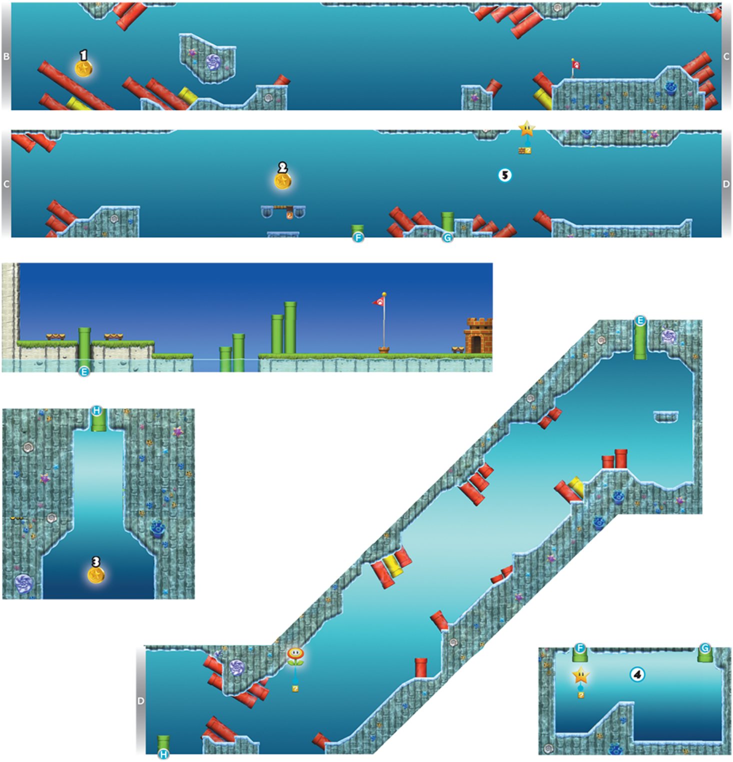

×38
63
001722700
195

The final Star Coin is up so high, it’s out of sight. Wait until the surrounding Water Geysers froth up, then toss the nearby POW Block to make the Star Coin fall from the sky and land atop the central Geyser. Quickly jump up and grab the Star Coin before the Geyser stops spouting, or the Star Coin will sink into the watery depths below!

Sparkling Waters 2

Tropical Refresher

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C
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E
E
H
3
D
H
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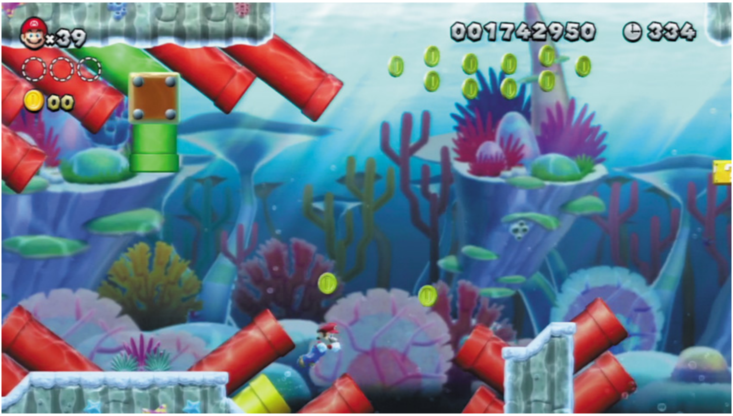
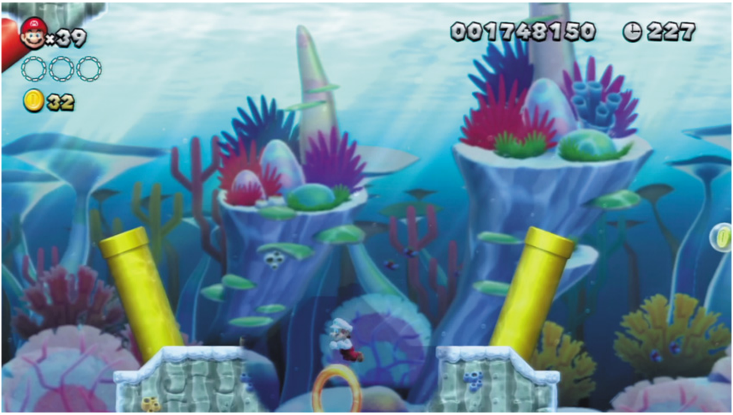
4

×39
00
001742950
368

Before entering this stage's outdoor Warp Pipe and beginning your refreshing swim, leap across the tall wooden platforms to reach this hidden, Coin-filled cave.

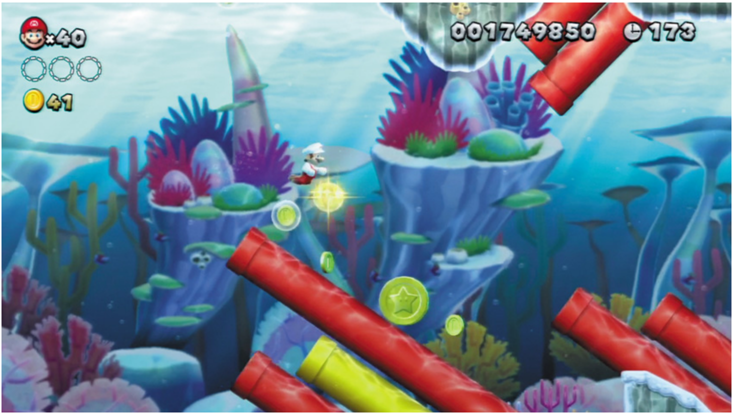

×39
00
001742950
334

Swim into the yellow Pipe here and shove it inward to cause bonus Coins to appear. Keep an eye open for similar yellow Pipes throughout this stage!


×39
32
001748150
227

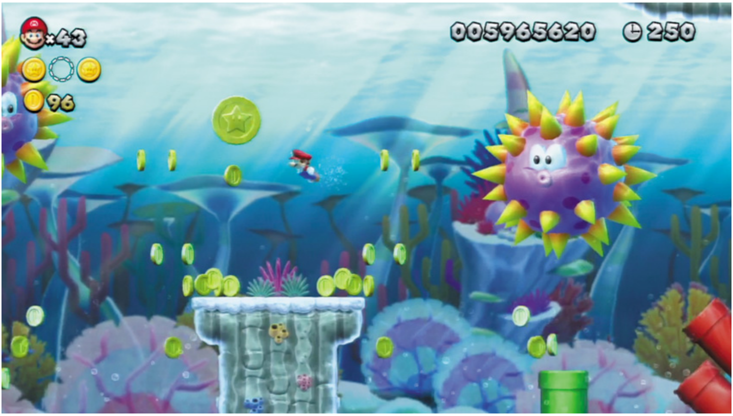
Dive into the false floor between the two yellow Pipes here to discover a hidden Red Ring. Grab all of those Red Coins before time runs out, and you'll score a sweet item!

STAR COIN 1

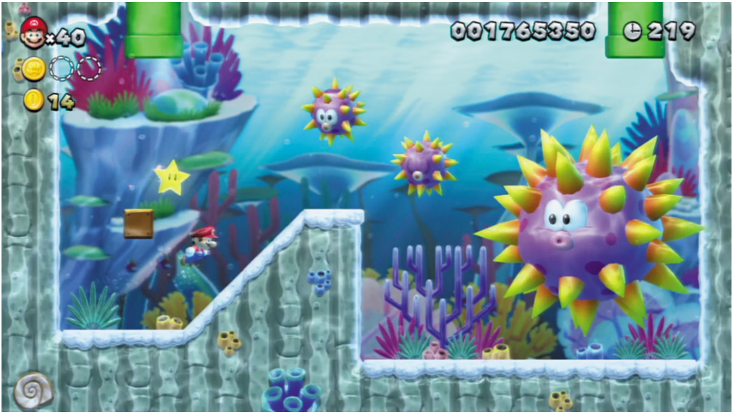

×40
41
001749850
173

The first Star Coin floats back and forth along a red Pipe here. It's an easy grab, so go ahead and grab it!

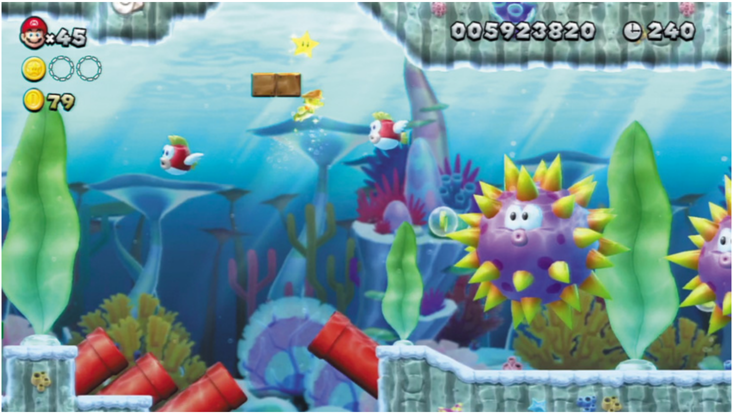
STAR COIN 2


×43
96
005965620
250

To discover the second Star Coin, fight the undertow current as you swim through a false wall here to discover a hidden ? Switch. Hit the ? Switch to cause a shower of Coins to rain down—including the second Star Coin!

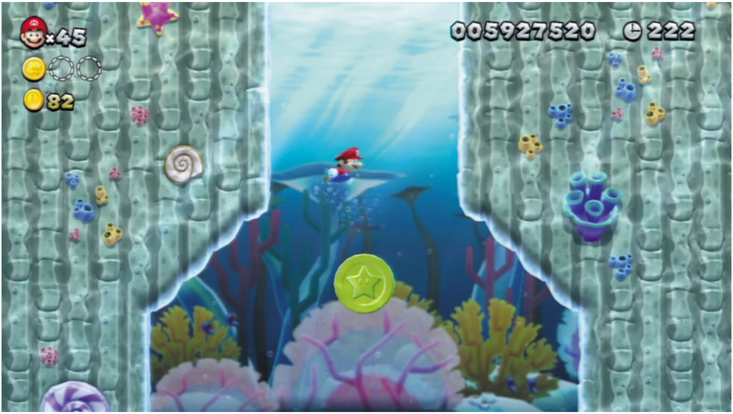

×40
001765350
219
14

Slip past a Big Urchin to enter Warp Pipe F and discover this secret area. Obtain a Super Star from the ? Block here, then quickly swim through the Urchins to defeat them as you make for the far Warp Pipe.


×45
005923820
240
79

If you collected the Super Star at Point 4 and are quick to swim to this Point, you'll receive another Super Star when you strike the ? Block here. However, if your Super Star power has run out, you won't receive another Super Star when you strike this ? Block.

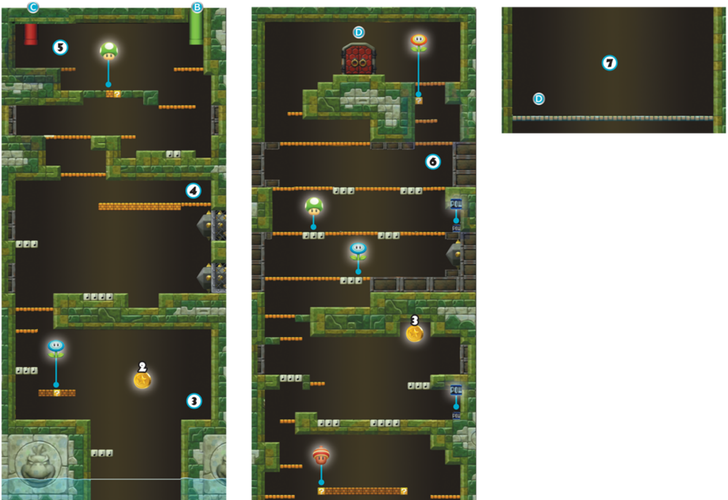
STAR COIN 3


×45
005927520
222
82

A pesky Big Urchin guards the final Star Coin. To defeat it, grab the Super Star at Point 4, then quickly swim to the ? Block at Point 5. Strike the ? Block while you're enjoying Super Star invincibility to score a second Super Star, then hurry and swim into the Big Urchin down here to defeat it. The final Star Coin is now yours!

Sparkling Waters Tower

Giant Skewer Tower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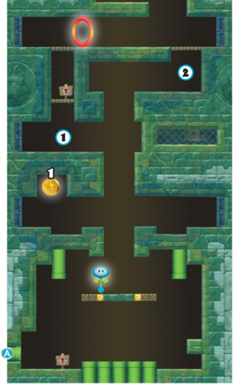
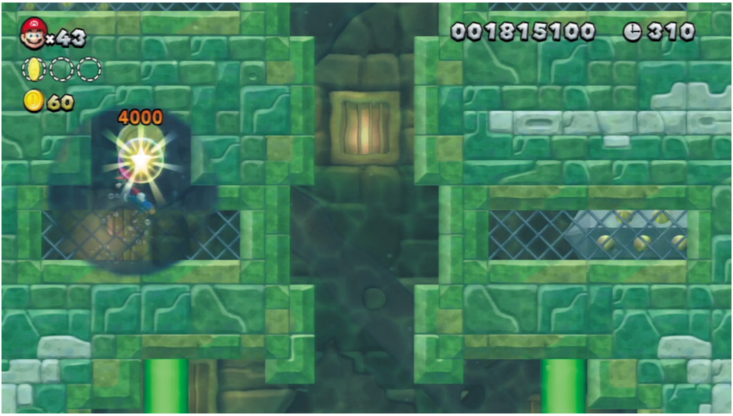
D
6
3
D
7



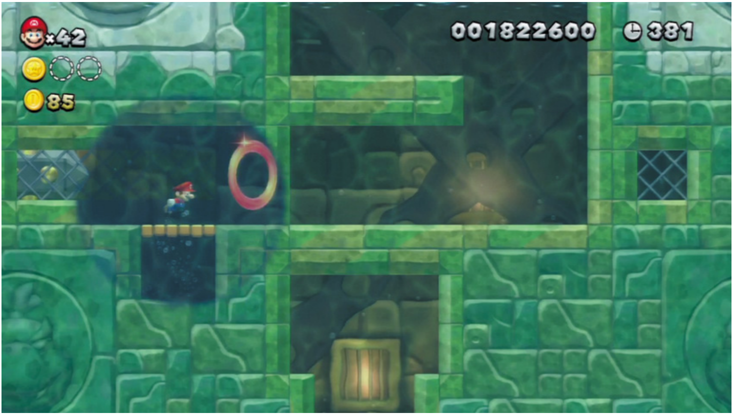
STAR COIN 1


×43
60
4000
001815100
310

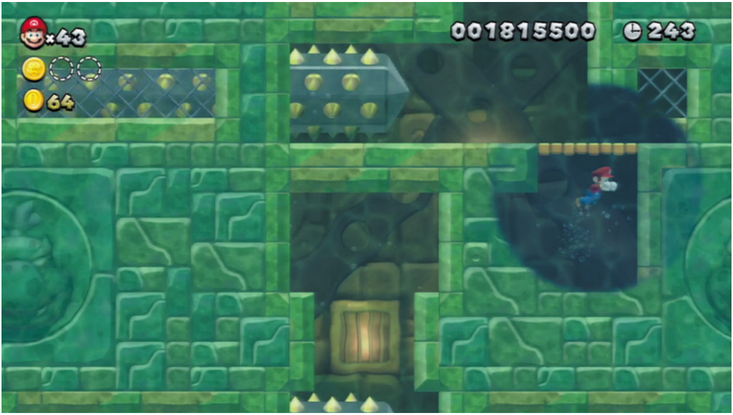
Carefully swim into this hidden nook while the nearby Spike Pillar is retracted, and claim the first Star Coin.

Tip

Land on the low recesses and crouch to avoid the Spike Pillar each time it thrusts forth.

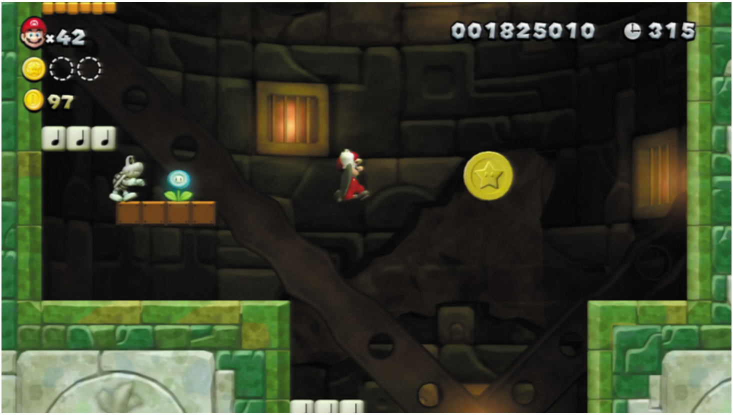

×42
001822600
381
85

Swim up the hidden shaft here while the Spike Pillar is retracted, and you'll have an easier time going for the Red Ring above. The Red Ring is worth the risk, for you'll receive a useful item if you collect all of its Red Coins!

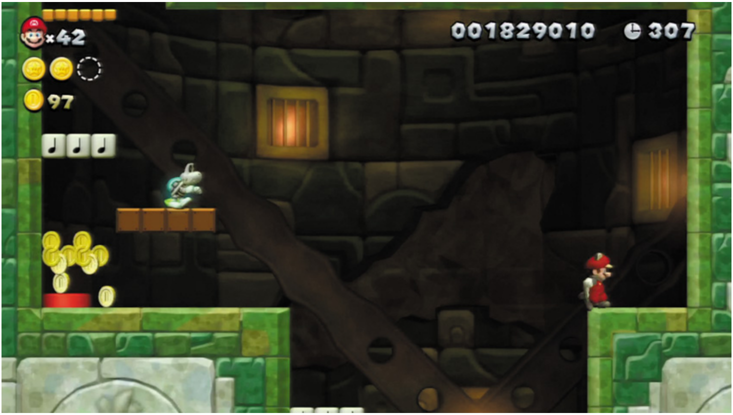

×43
001815500
243
64

If you aren't interested in the Red Ring's reward, take this safer route up to the surface instead. It's easier to avoid the Spike Pillars if you go this route, but the Red Ring will be more difficult to grab without being skewered.

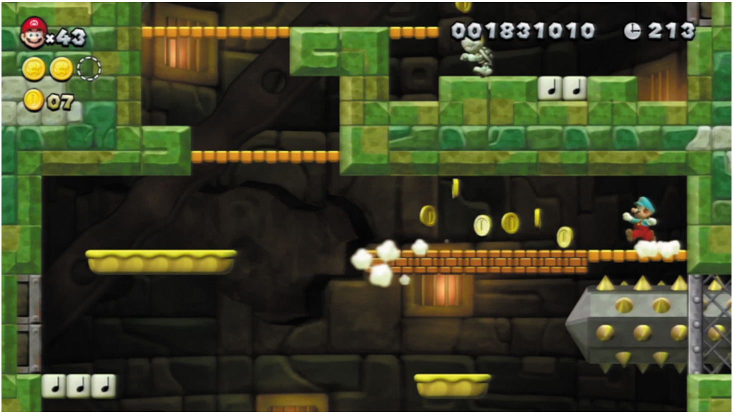
STAR COIN 2


×42
97
001825010
315

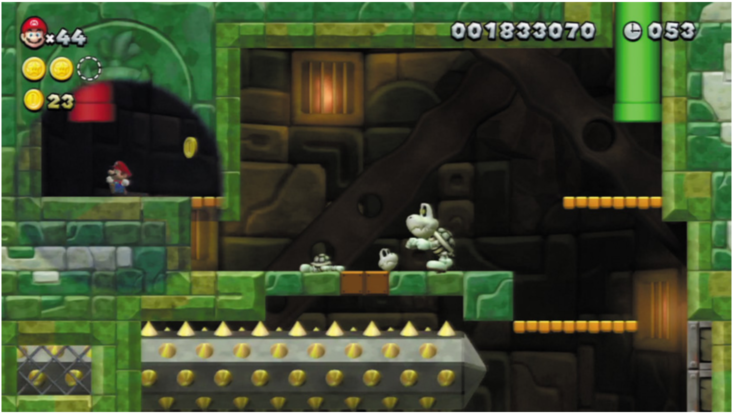
Collect the second Star Coin by bounding up from the Note Blocks below, or with a long, dashing leap from the Brick Blocks to the left.


×42
97
001829010
307

Land on this ledge, and a red pipe will briefly emerge on the opposite ledge and pump out some bonus Coins. How nice!

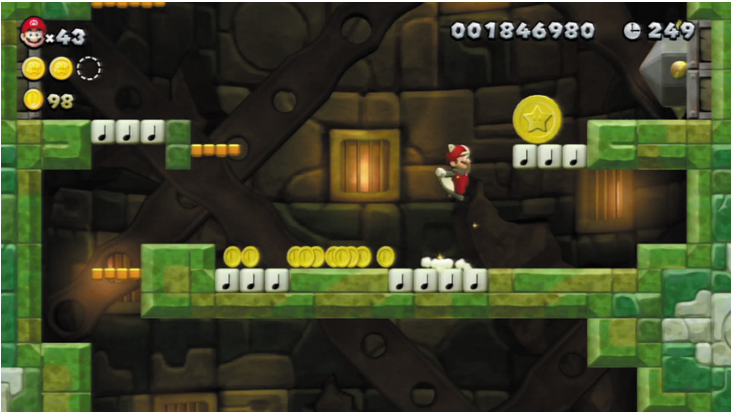

×43
07
001831010
213

Reach this small platform, and a row of Brick Blocks will suddenly appear to the left, along with yet more bonus Coins! There's nothing to be gained by smashing the Brick Blocks, so don't bother.

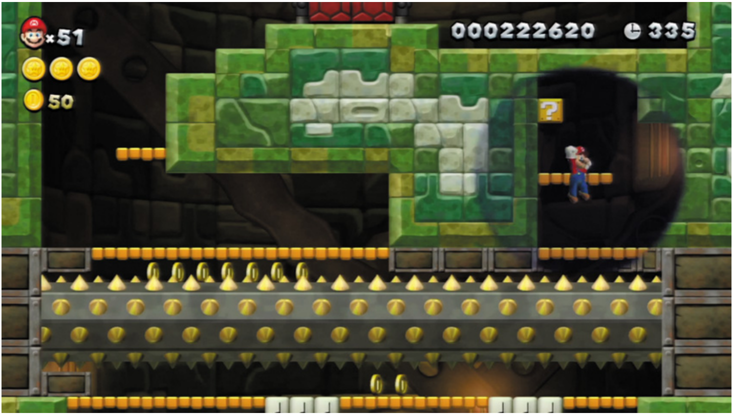

×44
23
001833070
053

Jump through the false wall here and enter the red overhead Warp Pipe to emerge near a hidden P Switch in the next area of the tower. The P Switch causes lots of bonus Coins to appear—collect as many as you can before they vanish!

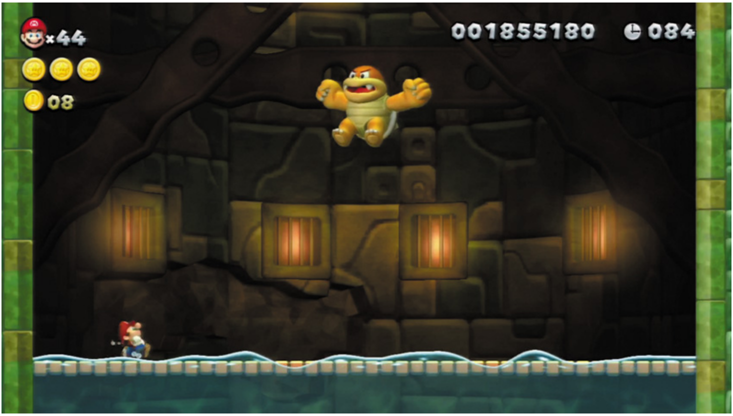
STAR COIN 3


×43
001846980
249
98

Knock down the final Star Coin by tossing the POW Block that's hidden behind the false wall below it. Now you can simply jump up and hit the Note Blocks from below to collect the Star Coin!


×51
000222620
335
50
?

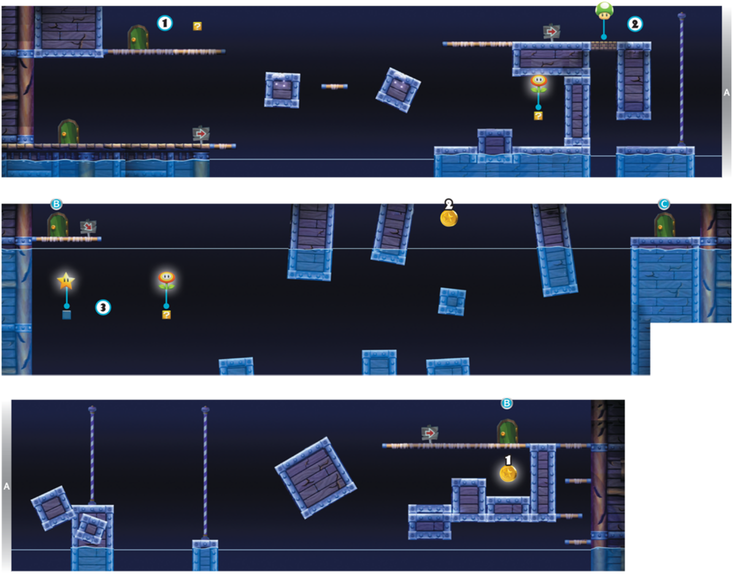
Jump through a second of false ceiling to enter this hidden area, where a ? Block that contains a Fire Flower is found.


×44
08
001855180
084

The burly brute Boom Boom must be bested once again when you arrive at the top of the tower. Thanks to Magikoopa's meddling, Boom Boom jumps incredibly high during this battle—avoid him while he's airborne, and stomp him just after he lands. Give Boom Boom three good stomps to send him tumbling down!

Sparkling Waters Boo House

Haunted Shipwreck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②
A
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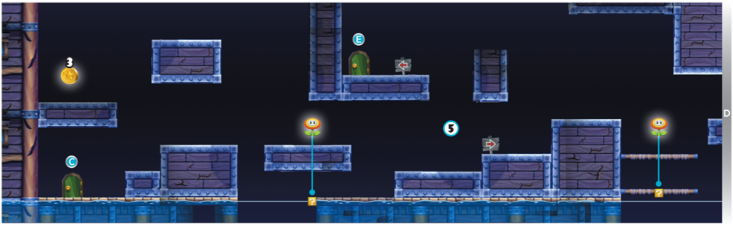
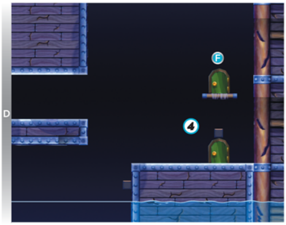
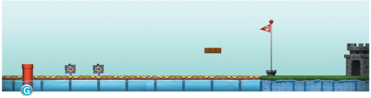
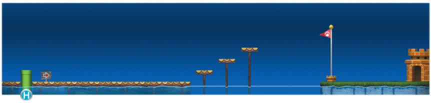
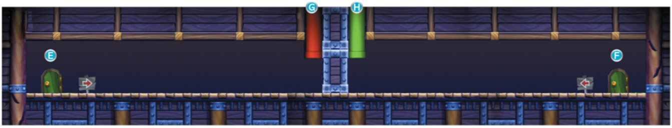
2
C
③
A
B
1

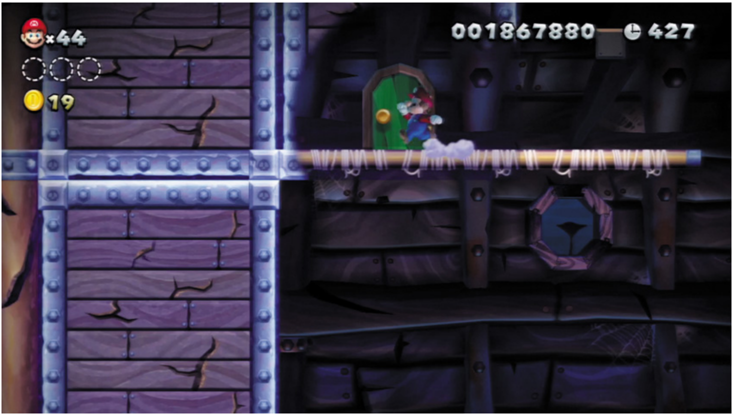




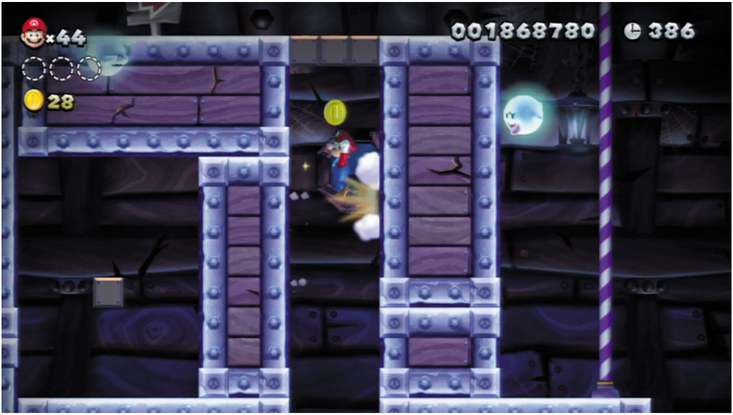






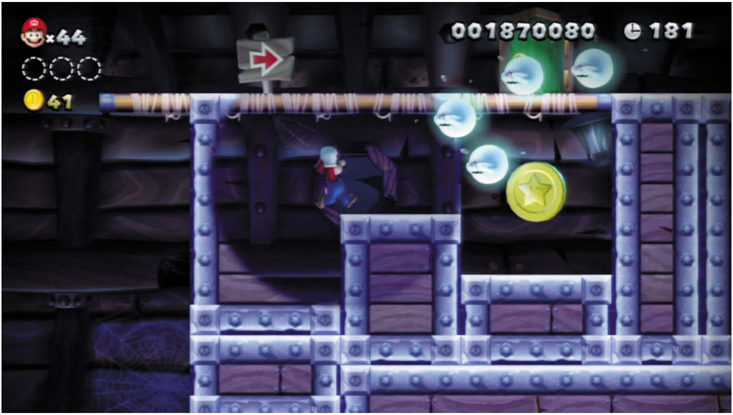

×44
19
001867880
427

A door is hidden behind a false wall here, but it's a trick door that vanishes in a puff of smoke when you try to enter. You do receive a Coin for your troubles, though.

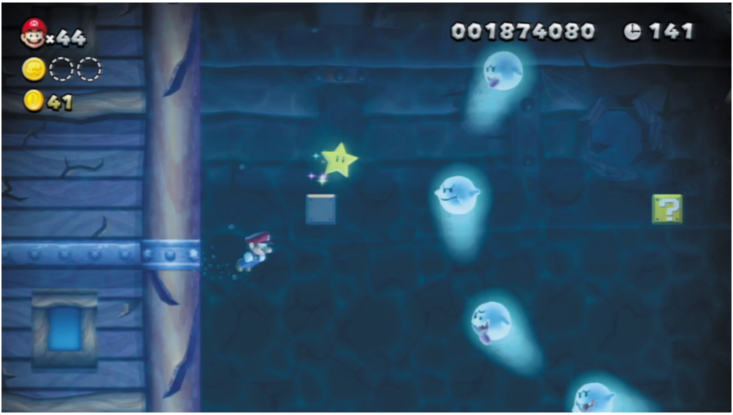

×44
001868780
386
28

Don’t ground pound the Brick Blocks here. Instead, slide down the pole to the right, then move through the false wall below. Wall jump up and strike the Brick Blocks from below to knock free a 1-Up, then drop and hurry back through the false wall to grab the 1-Up after it falls.

STAR COIN 1

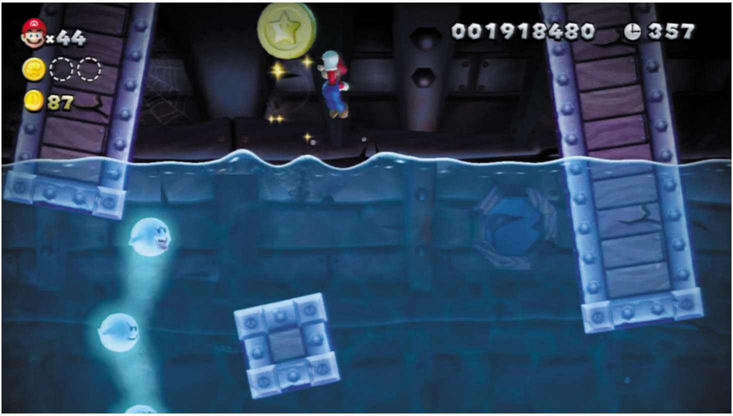

×44
001870080
181
41

The first Star Coin is kept here behind a false wall. Leap from the nearby rotating crate to pass through the false wall and claim the Star Coin.


×44
41
001874080
141

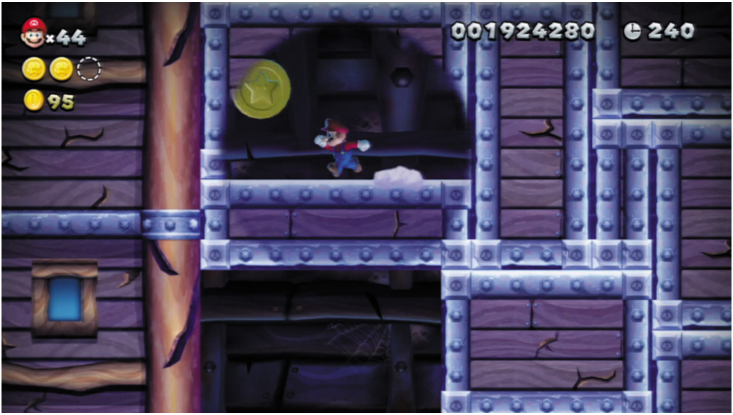
Swim upward and strike a hidden Block here to obtain a Super Star. This handy power-up will help you banish the many Boos in this part of the ship!

STAR COIN 2

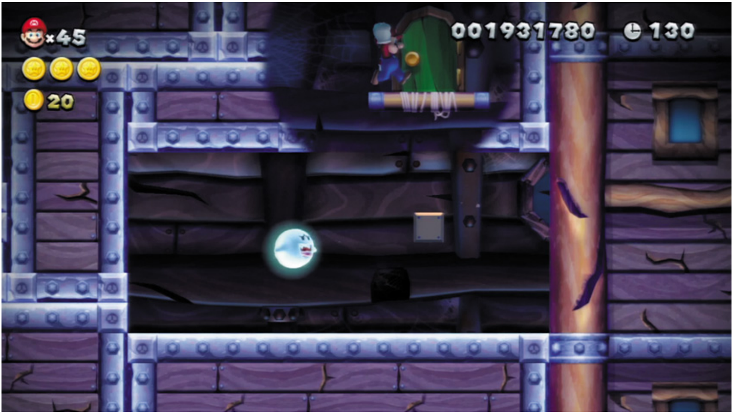

×44
87
001918480
357

Leap up from the water's surface to reach this hovering Star Coin, but beware of the circling Boos below. The hidden Super Star at Point 3 will help you safely claim this Star Coin.

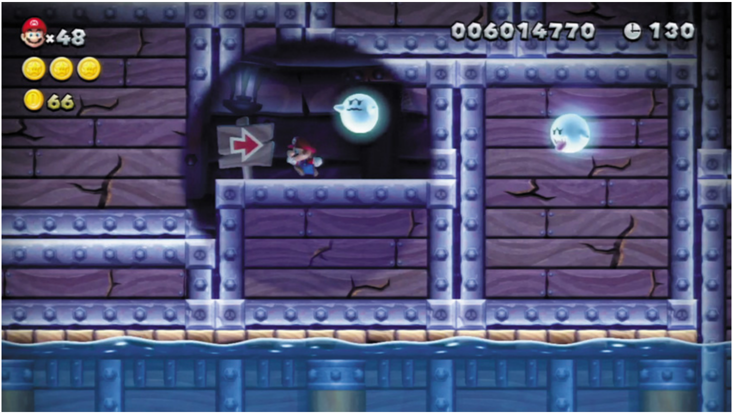
STAR COIN 3


×44
95
001924280
240

Wall jump between the walls to reach this final, hidden Star Coin. Nice work—now you've just got to find your way out of here!


×45
20
001931780
130

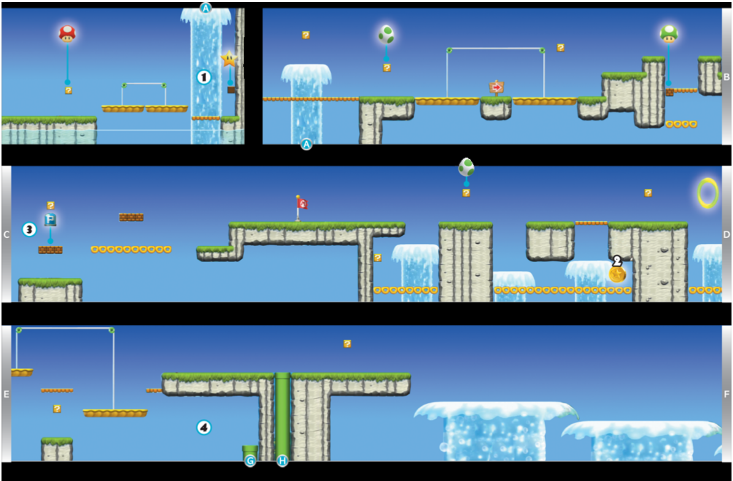
Jump up and strike a hidden Block above the trick door here. Jump onto the Block, then jump up again to reach another door above. This one leads to the stage's main exit.


×48
66
0060014770
130

Make a long, dashing leap from the crate with the arrow sign here, aiming to soar up and wall jump between the crates above. It isn't easy, but you'll find a secret door up here that leads to the Haunted Shipwreck's secret exit! Enter the door and travel up the red Warp Pipe beyond to discover the secret exit. Complete the Haunted Shipwreck using this secret exit to unlock Sparkling Waters' secret stage!

Sparkling Waters 3

Above the Cheep Cheep Seas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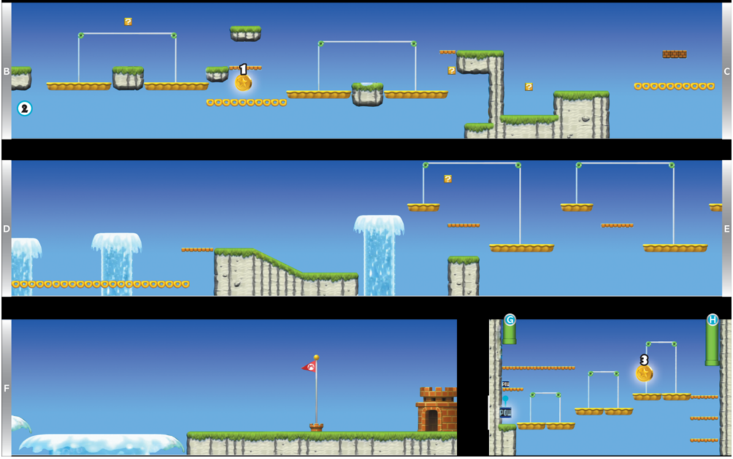
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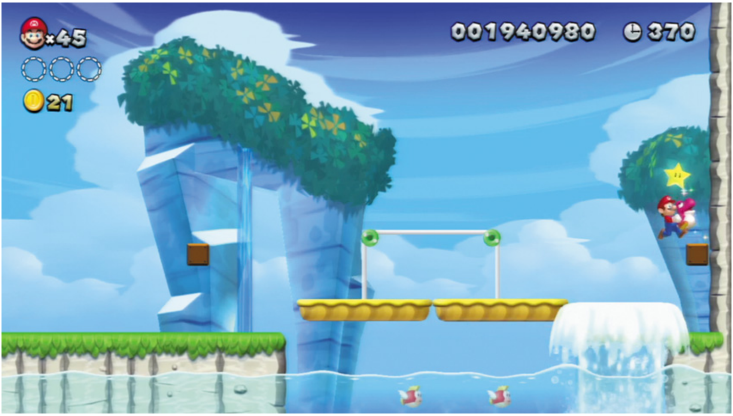

×45
001940980
370
21

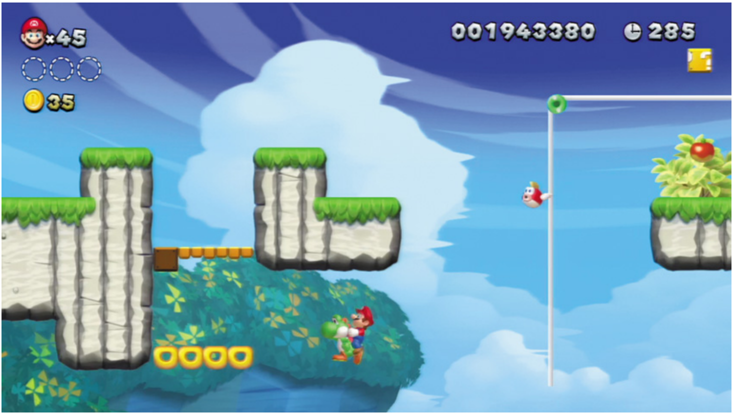
Before riding up this stage's initial Water Geyser, stand near the cliff to the right and jump up to strike a hidden Block. Out pops a Super Star!

Note

As long as you're invincible, other ? Blocks you strike throughout this stage will give you Super Stars instead of their normal contents. If you're really fast, you can maintain Super Star power throughout this stage!

Tip

If Mario is defeated and you're forced to restart from the Checkpoint Flag, consider using a Super Star from the World Map (if you have one to spare) before reentering. This gives you another chance at maintaining Super Star power throughout the level!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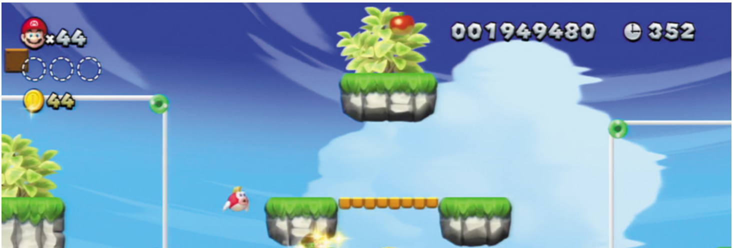
285
35

To obtain the 1-Up from the Brick Block near this Point, hop onto Yoshi and stand atop the nearby Scale Lift. Allow the platform to lower, then make a daring leap with Yoshi over to the Donut Blocks to the left. Quickly bump the Brick Block from below to make the 1-Up Mushroom pop out, then hurry and jump up to claim the 1-Up before the Donut Blocks drop out from underneath you.

Tip

Jump over and over again while standing atop Donut Blocks to prevent them from dropping.

STAR COIN 1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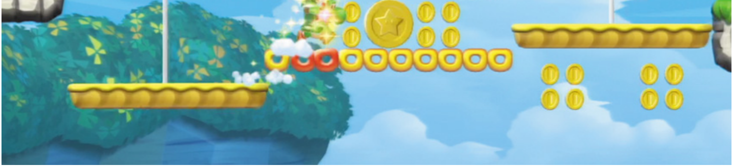
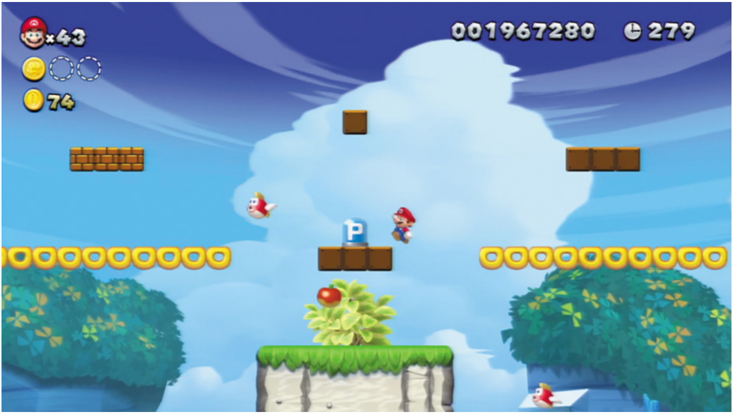


Don’t hang around after grabbing this first Star Coin—it doesn’t take long for those Donut Blocks to drop under Mario’s weight!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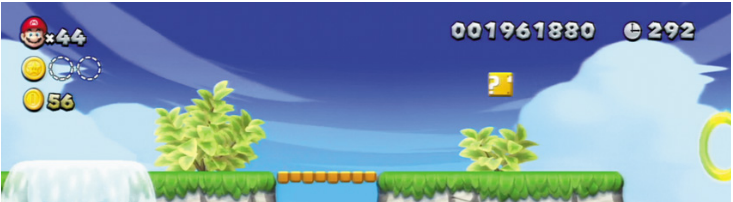
Hit a Brick Block here to make a secret P Switch pop out. Strike the P Switch, and a bunch of Blue Coins will appear all around. Grab as many as you can before they vanish!

STAR COIN 2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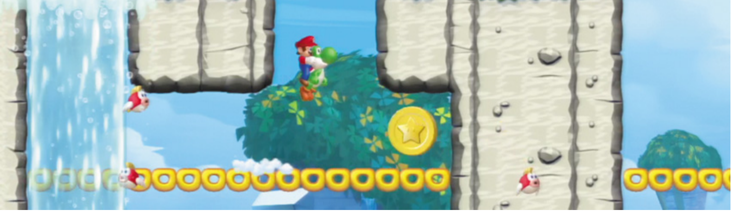
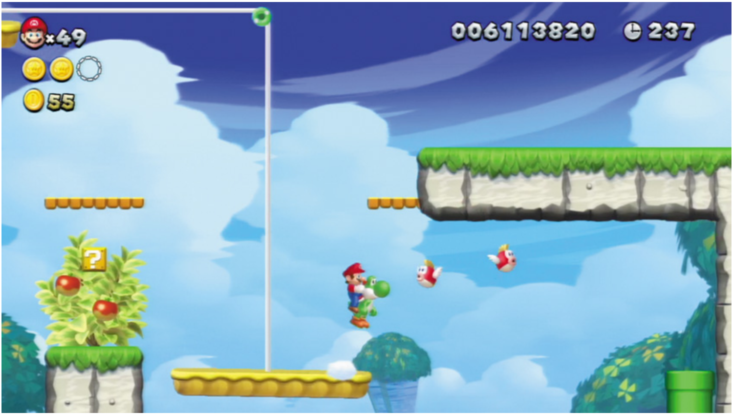


Avoid the Water Geysers as you hop over to the second Star Coin. Grab it and then ride a Geyser up to safety before those Donut Blocks give way!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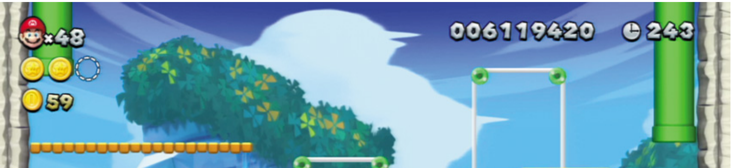
237

Entering the low green Warp Pipe here is easier with a little help from Yoshi. Stand on the nearby Scale Lift and allow it to lower, then leap toward the green Warp Pipe. As you begin to fall, press and hold the jump button again to make Yoshi kick his feet and gain a boost of height that carries you over to the green Warp Pipe.

STAR COIN 3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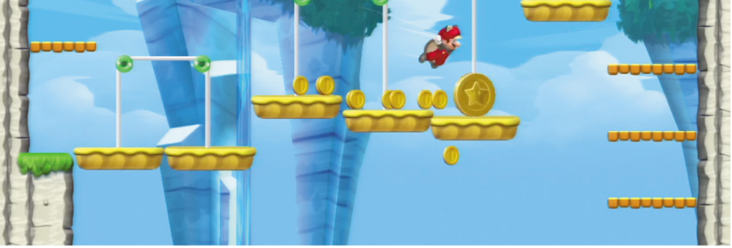
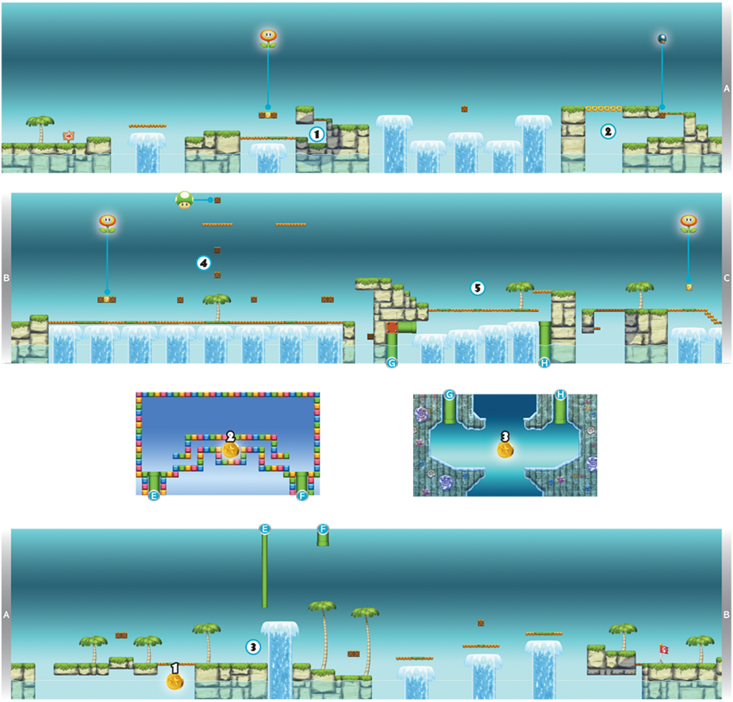


Make the third and final Star Coin appear by tossing the POW Block in this secret area. The Star Coin falls from above, landing on a Scale Lift—hurry over and grab it before the platform collapses under the Star Coin's weight!

Sparkling Waters 4

Urchin Shoals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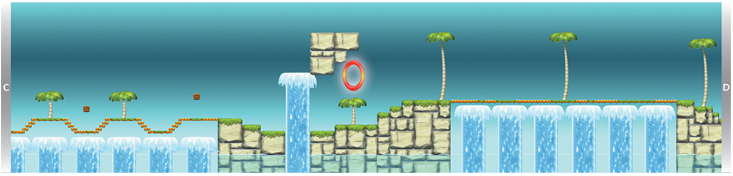

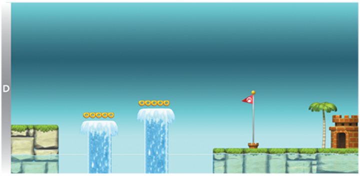

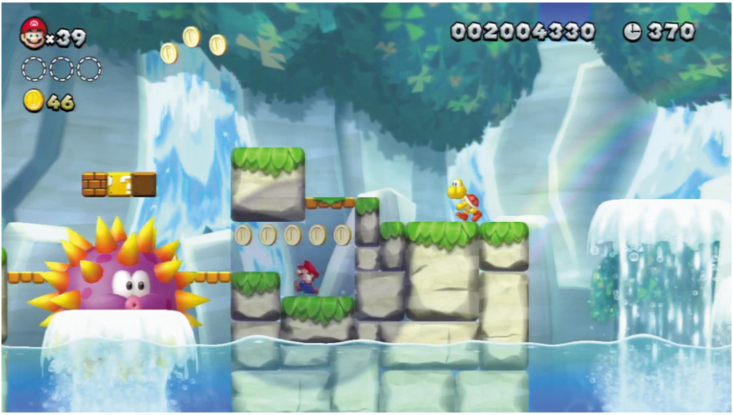
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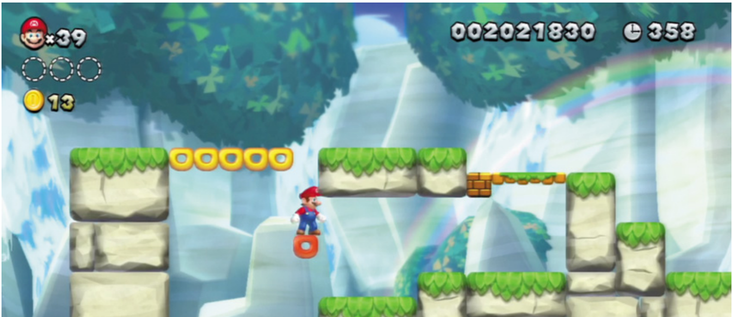
370

This small, hidden Coin cave can help you avoid the dangerous Big Urchin that lurks near this Point.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13
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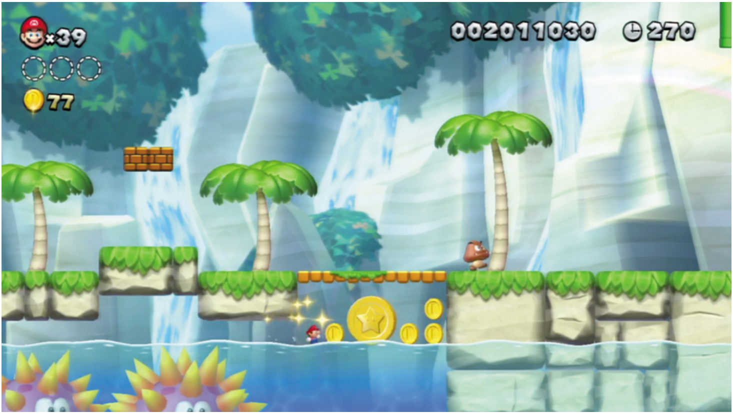
358

Stand on the far-right Donut Block here, and allow it to drop. Move to the right as you fall, and you'll land safely on solid ground. Run right and hit the nearby Brick Block to knock out a Mini Mushroom. Quickly jump up and collect the Mini Mushroom before it falls into the water.

STAR COIN 1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77
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270

Claim the Mini Mushroom at Point 2 to transform into Mini Mario, then dash along the water's surface to safely claim this first Star Coin. Mini Mario is light enough to dash across water and bypass the Big Urchins that lurk just below the surface!

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38
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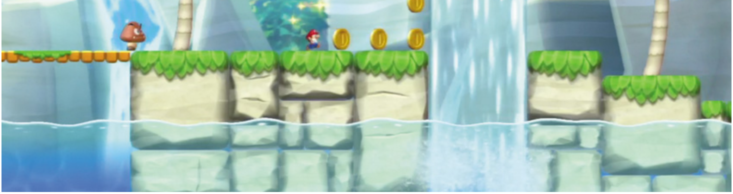
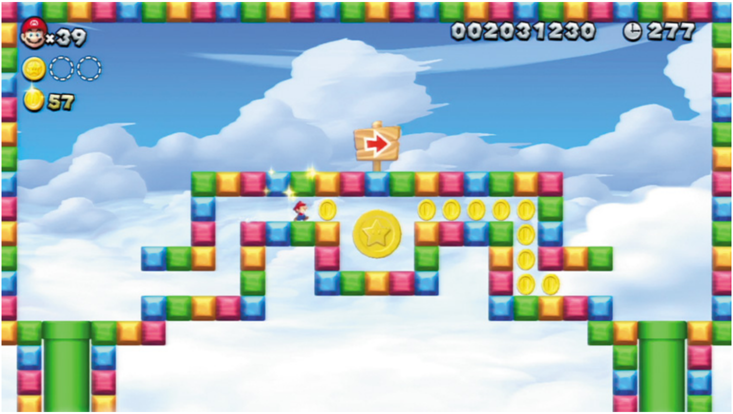
338



As Mini Mario, wait for the Water Geyser to gush upward here, then dash into it to run straight up the Geyser's side and enter the tiny overhead Warp Pipe.

STAR COIN 2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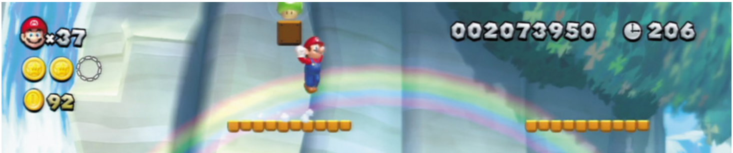
Only Mini Mario can claim this Star Coin. Run up the Water Geyser at Point 3, then simply dash through this colorful area to claim the second Star Coin.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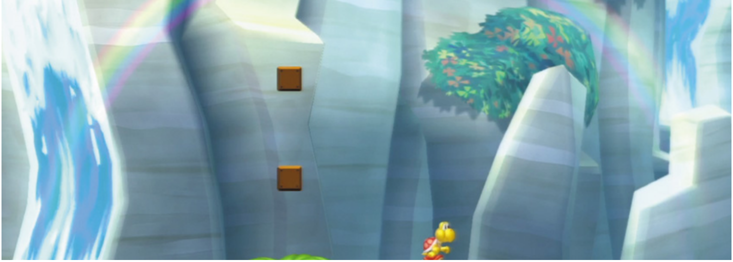
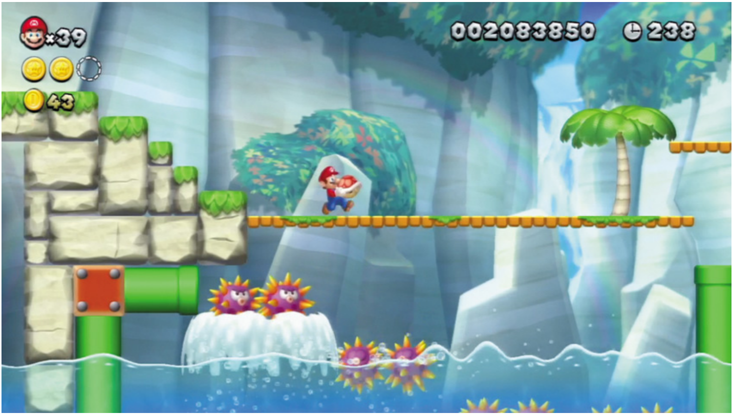


Jump up from the top Brick Block here to strike a hidden Block. Then jump from the hidden Block to reach the platform above. Strike the Brick Block up here to discover a 1-Up Mushroom!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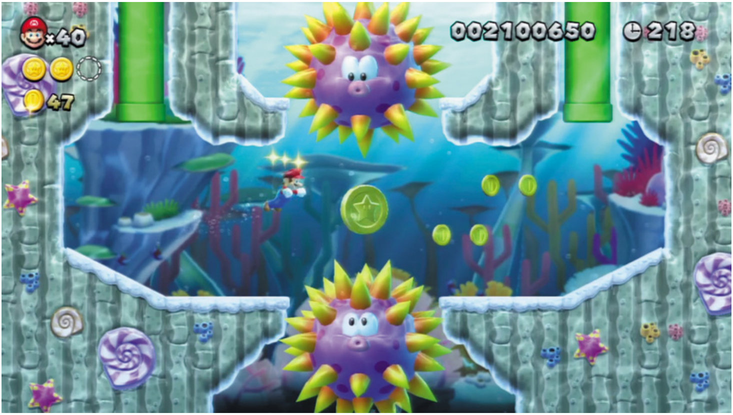
43

Stun the lone Koopa here, then send its shell flying to the right while the Water Geysers below are spraying. A well-timed shell toss will cause the shell to bounce off the right wall and strike all the Urchins that are riding the Water Geysers. You'll score a 1-Up if the shell strikes them all, and also clear a path toward the far Warp Pipe!

STAR COIN 3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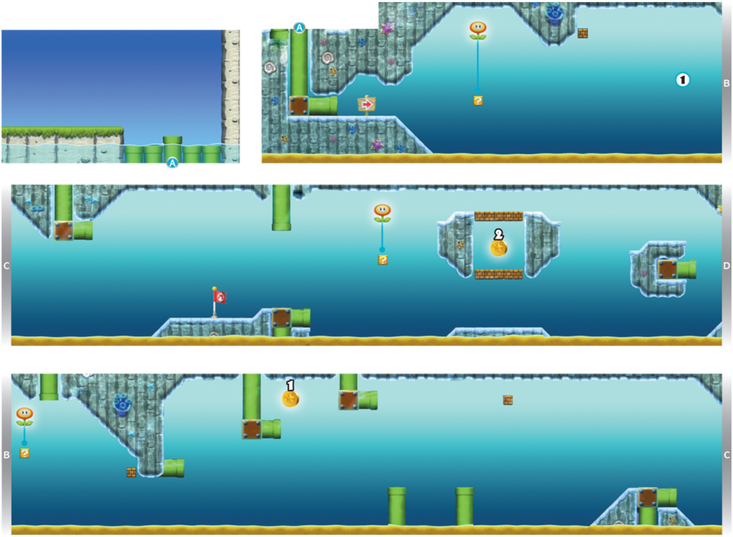
218

Carefully swim between the two Big Urchins down here to claim the final Star Coin. Skills!

Sparkling Waters 5

Dragoneel’s Undersea Grotto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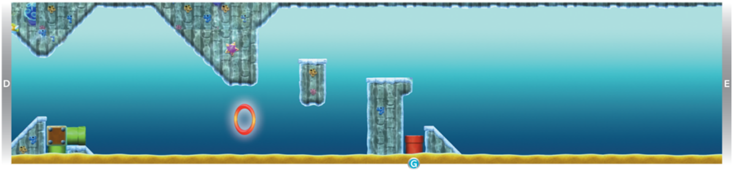

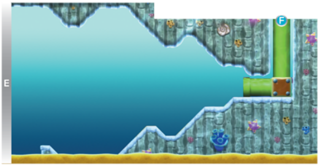

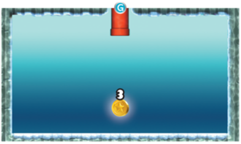

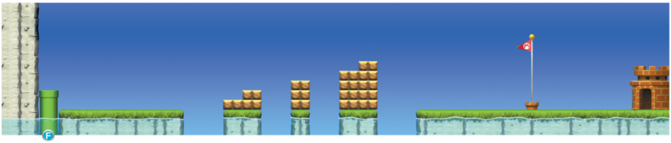

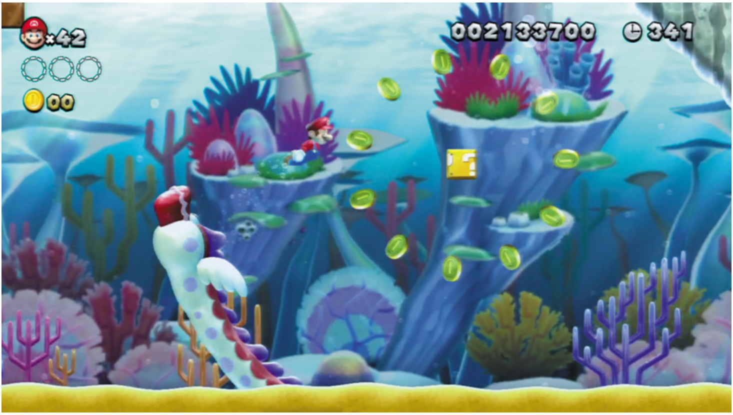
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A monstrous sea creature named Dragoneel begins to chase you as you near Point 1. Dragoneel chases you throughout this stage—avoid the monster by swimming high and then allowing Mario to sink, giving Dragoneel the slip.

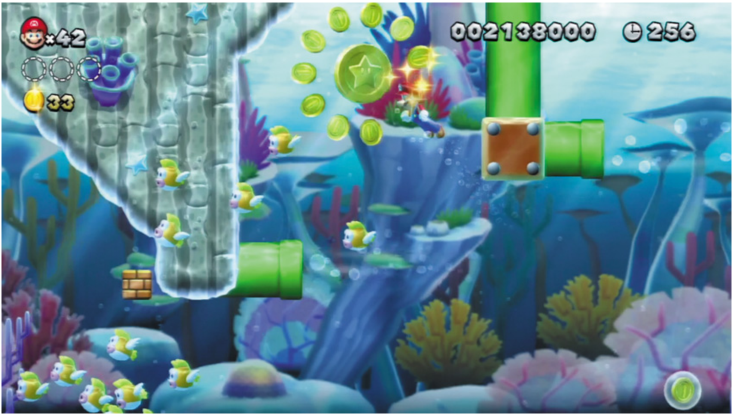
Tip

You can briefly stun Dragoneel by hitting its head with fireballs—but hitting the monster's body will cause it to speed up!

Tip

Use the currents produced by this stage's plentiful Jet Pipes to gain brief bursts of speed and stay ahead of Dragoneel.

STAR COIN 1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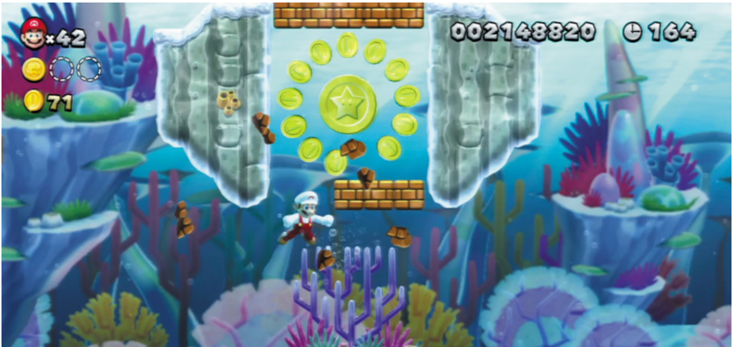
33

Lead Dragoneel away from the first Star Coin by swimming past it and then sinking to dodge the monster. Quickly double back and claim the Star Coin before Dragoneel returns.

STAR COIN 2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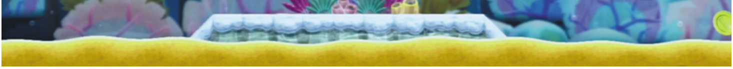
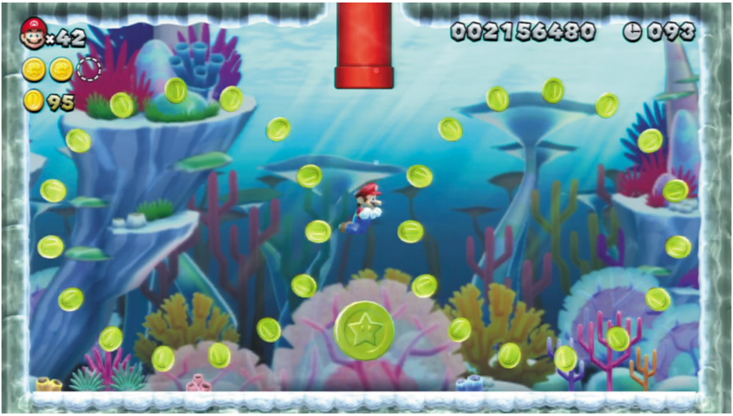
71



Give Dragoneel the slip, then smash through the Brick Blocks that surround the second Star Coin and swim up to claim your prize. Going after this Star Coin while Dragoneel is about isn't recommended—it's too easy to wind up stuck between the Brick Blocks!

STAR COIN 3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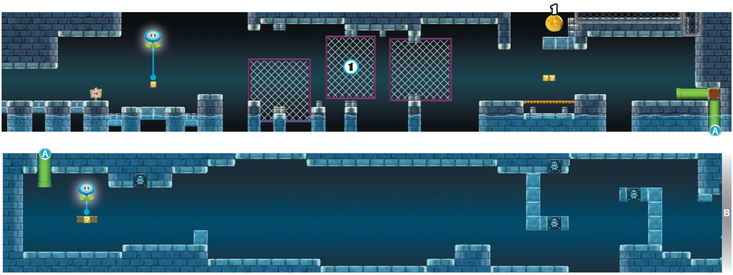
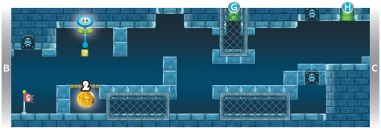
093

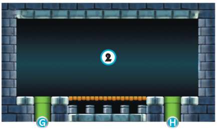
Duck into a red Warp Pipe G to visit this Coin-filled cavern, where the final Star Coin is kept. Beware the twin Dragoneels that guard this place—they're slower than the one that chases you through the main stage, but there are two of them! Lure the Dragoneel twins to one side of the cavern, then quickly swim to the other side and make your escape.

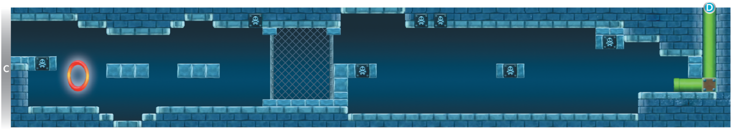
Sparkling Waters Castle

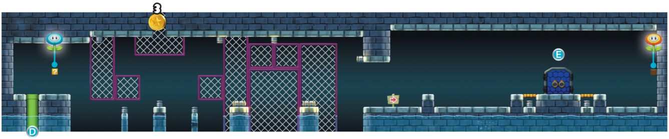
Larry's Torpedo Castle

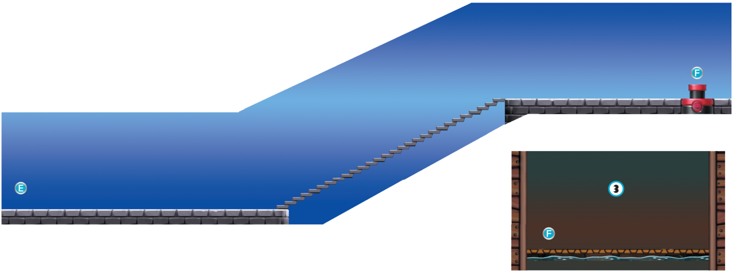


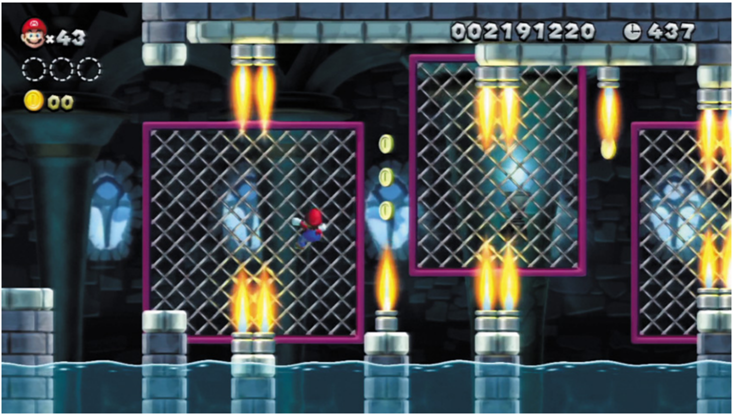








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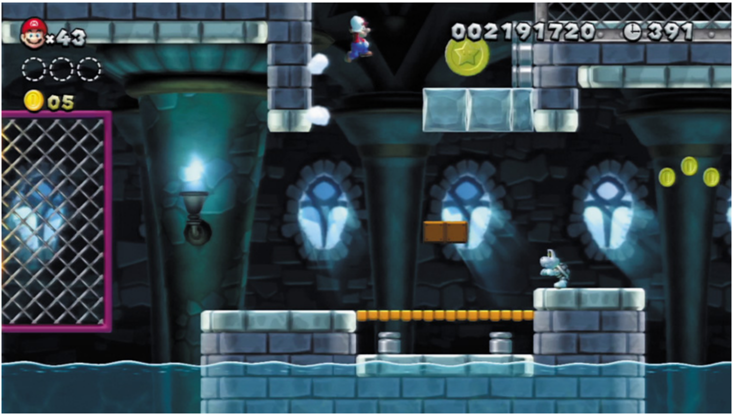
Jump and grab onto the moving fence here, then climb up and down the fence to avoid the Burners as you make your way to the right. Take your time as you jump from fence to fence, carefully advancing through this first treacherous stretch.

STAR COIN 1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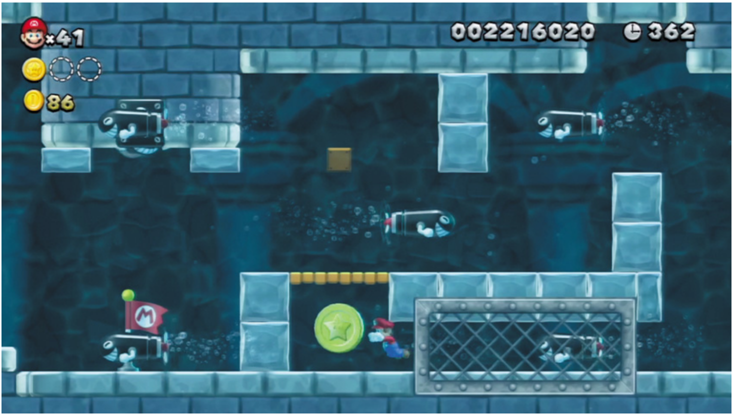
Leap from the Brick Blocks below the first Star Coin and wall jump up to the Star Coin's ledge. Just make sure to time your jumps carefully, or you'll be scorched by those Burners!

STAR COIN 2


×41
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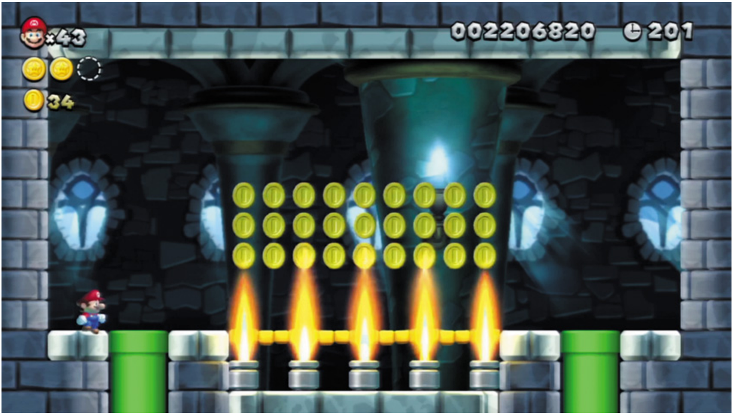
362
86

Claiming the second Star Coin is a risky venture. Wait for a Torpedo Ted to zip past, then quickly swim into the narrow passage that leads toward the Star Coin. Claim the Star Coin, then immediately swim up through the narrow platform above—another Torpedo Ted is likely to be hot on your heels!

Note

You can freeze Torpedo Teds with iceballs, but they stay frozen for only a brief moment.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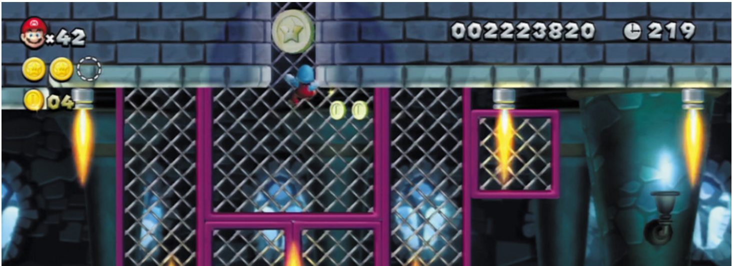
Dodge Torpedo Teds as you swim for the overhead Warp Pipe that leads to this small chamber. Leap up and claim the many Coins that hover above the Burners here, but be careful not to get singed!

STAR COIN 3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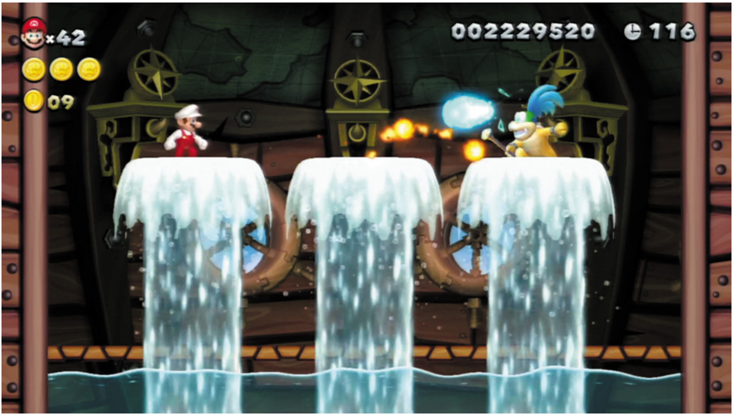
The final Star Coin is cleverly hidden here behind a false wall near the ceiling. Simply scale the moving fences and grab it as you maneuver past the final stretch of Burners.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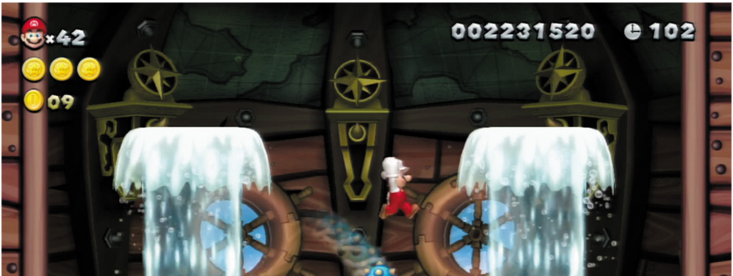
116

The boss of Sparkling Waters, Larry, lurks within the hull of his airship. Larry launches magical projectiles with a wave of his wand, while gushing Water Geysers make this an unpredictable battle. Keep an eye on those Geysers throughout the fight, and try to anticipate how they'll affect Larry's positioning.

Tip

Use the Geysers to your advantage, leaping from their highest points to easily land atop Larry and damage him with a stomp.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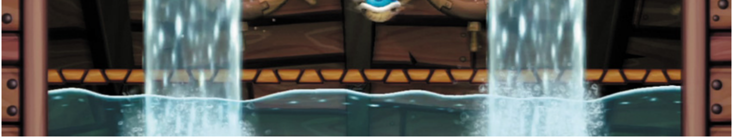
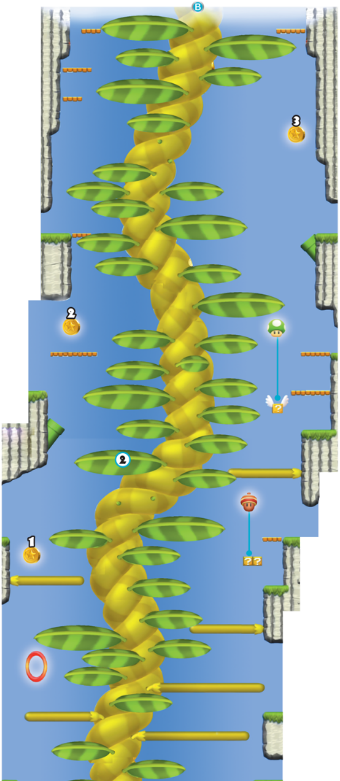
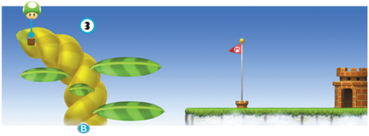


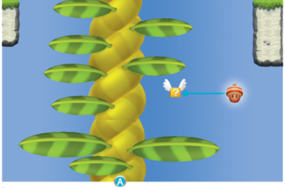
Larry is most dangerous when zipping back and forth in his shell after you've stomped him. Jump to avoid Larry's shell when the Geysers aren't gushing, or simply stand still if the Geysers have lifted Larry up and out of harm's way. Look for your opportunity to stomp Larry again after he pops out of his shell—stomp Larry three times to send him and his airship down the drain!

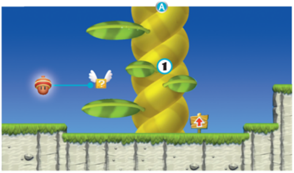
Sparkling Waters Secret Stage

Skyward Stalk



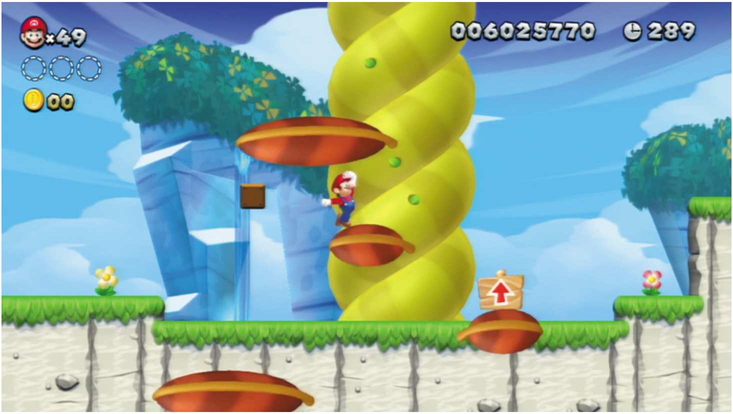






Note

This special stage appears on the World Map after you discover the secret exit in Sparkling Waters Boo House—Haunted Shipwreck. Check out that level's section for details!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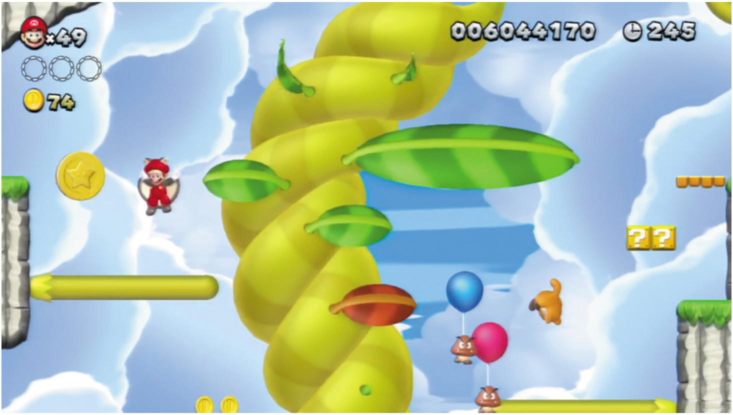
Quickly jump up these first few Leaf Platforms, for they'll soon wither and fall. Don't worry if that happens, though—just wait a few seconds, and another crop of Leaf Platforms will sprout.

Note

When you see a Leaf Platform begin to turn to brown, hurry and jump to safety—it's about to fall!

STAR COIN 1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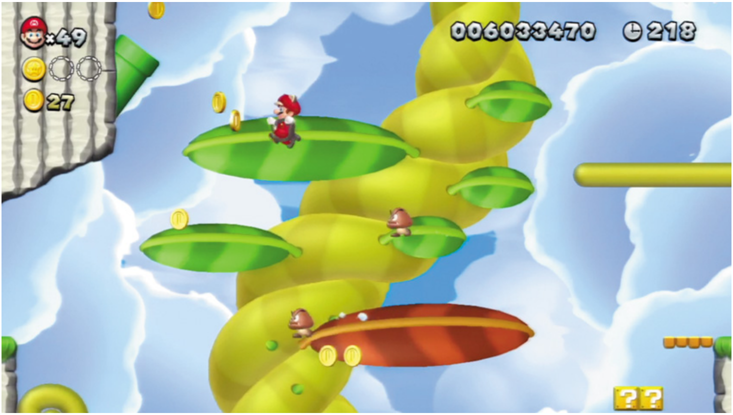
Claim this first Star Coin by leaping over to the Bean Platform its perched upon after the Bean Platform has rolled out. Bean Platforms eventually curl up again, so hurry and jump to safety—the tiny ledge above is a solid option!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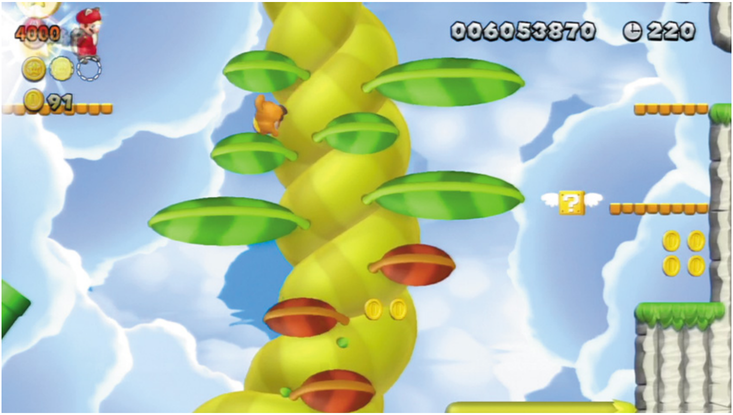
218

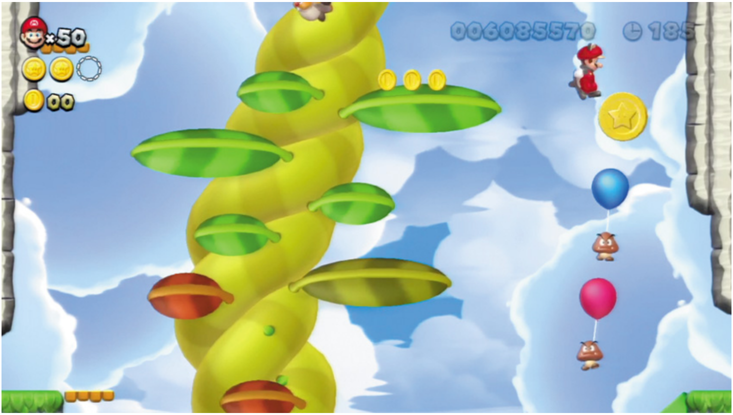
Land on this Leaf Platform, and a number of bonus Coins will pop out of the nearby Pipe. Look for another Pipe on the right side of the stage, and land on another nearby Leaf Platform to claim even more coinage!

STAR COIN 2


4000
91
006053870
220

The second Star Coin is obscured behind some clouds here. You don't need to clear away the clouds to claim it; just jump up onto the Star Coin's platform and the second Star Coin will be yours!

STAR COIN 3


×50
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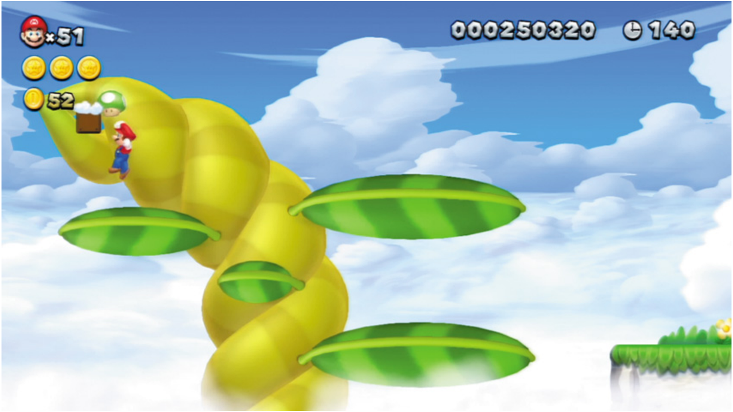
185

Collect the third and final Star Coin with a little help from a Goomba. Stand on the nearby Leaf Platform and wait for a Goomba to float up on a balloon, then jump over and grab the Star Coin. Hold the jump button as you bounce off of the Goomba's balloon, and you'll bound upward, gaining the extra height you need to land safely.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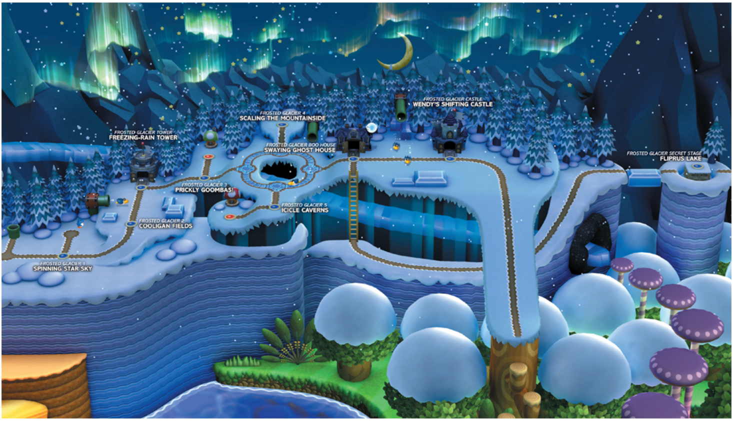
140
52

When you finally reach the top of the giant Beanstalk, jump up and hit a hidden Block to score a 1-Up Mushroom!

Worlds

Frosted Glacier

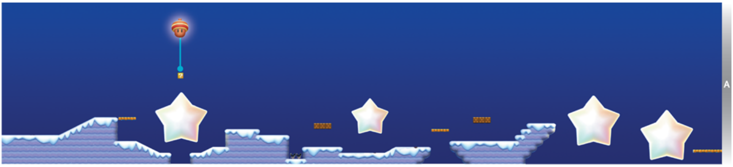

FROSTED GLACIER CASTLE
WENDY'S SHIFTING CASTLE
FROSTED GLACIER 4
SCALING THE MOUNTAINSIDE
FROSTED GLACIER TOWER
FREEZING-RAIN TOWER
FROSTED GLACIER BOO HOUSE
SWAYING GHOST HOUSE
FROSTED GLACIER SECRET STAGE
FLIPRUS LAKE
FROSTED GLACIER 3
PRICKLY GOOMBAS!
FROSTED GLACIER 5
ICICLE CAVERNS
FROSTED GLACIER 2
COOLIGAN FIELDS
FROSTED GLACIER 1
SPINNING STAR SKY

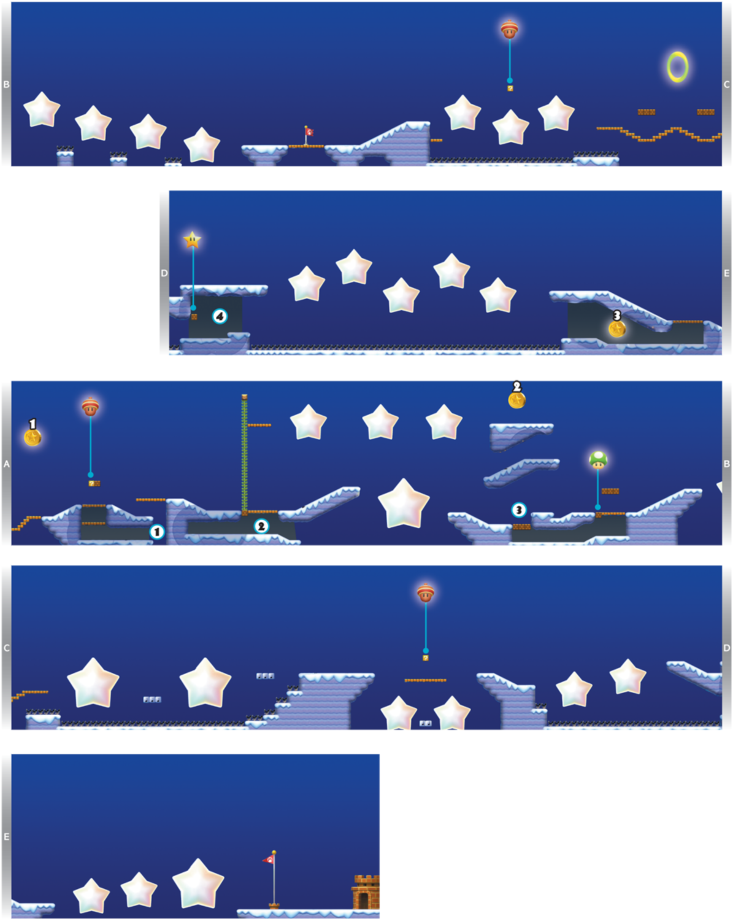
Locations

Levels	Toad Houses	Map Enemies	Boss
9	2	4	Wendy

Frosted Glacier 1

Spinning-Star Sky

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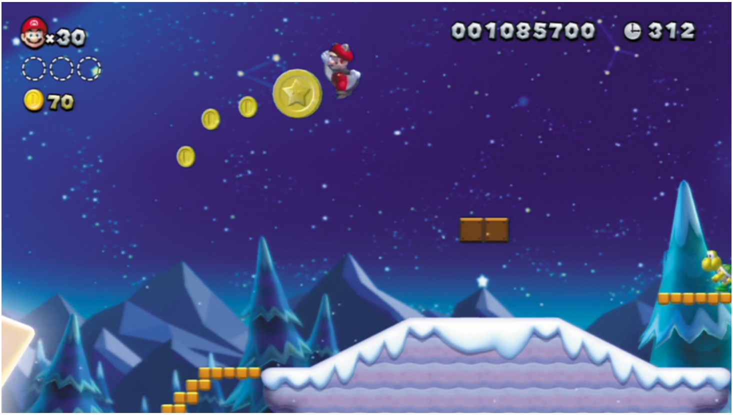
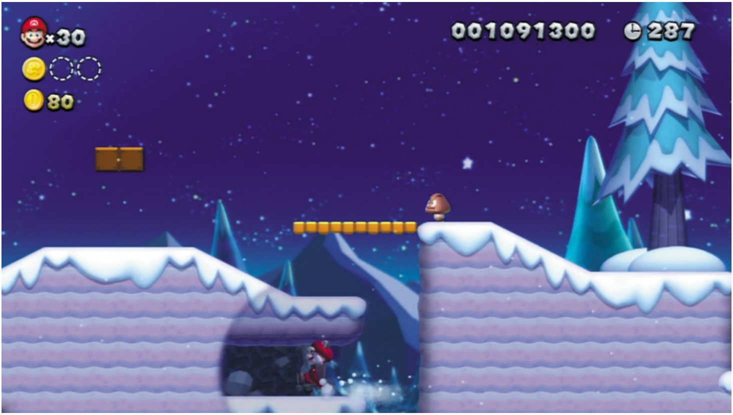
STAR COIN 1


×30
70
001085700
312

Flying Squirrel Mario can simply soar up and grab this stage’s first Star Coin, but it’s also possible to bounce off the nearby Koopa Paratroopa and bound up to the Star Coin. A dashing jump from the nearby Brick Blocks can carry Mario up to the Star Coin as well. You’ve got options!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80
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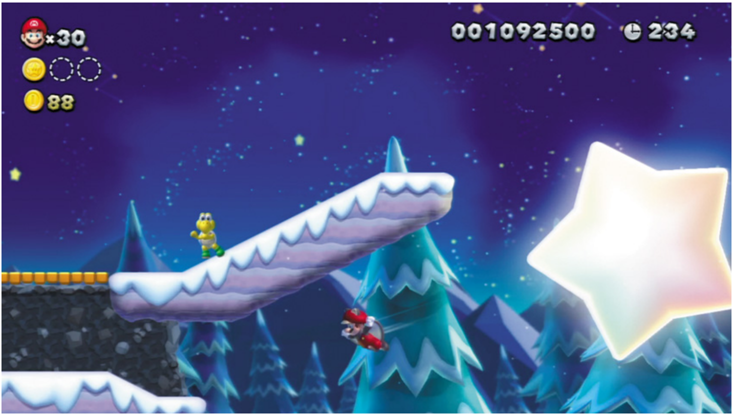
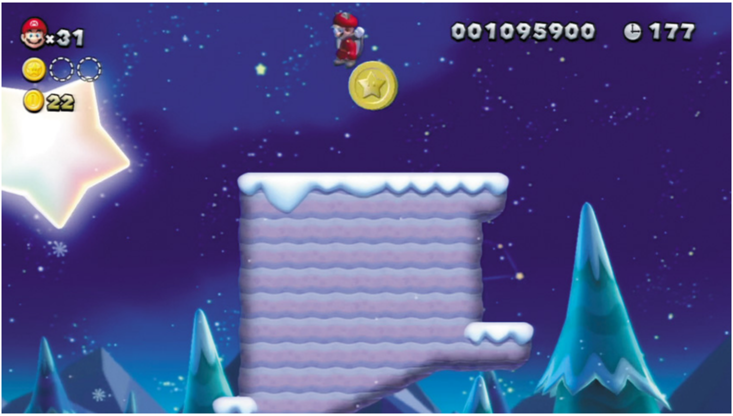
287

Drop into this pit and wall jump through the left false wall to discover a hidden cave, where bonus Coins are kept.


×30
88
001092500
234

Flying Squirrel Mario can enter this cave by dropping from the Star Lift to the right and then gliding inside. Jump up and strike the Brick Block here to extend a Beanstalk up to the sky. Before jumping up and scaling the Beanstalk, run through the false wall to the left and claim some hidden Coins from a secret cave.

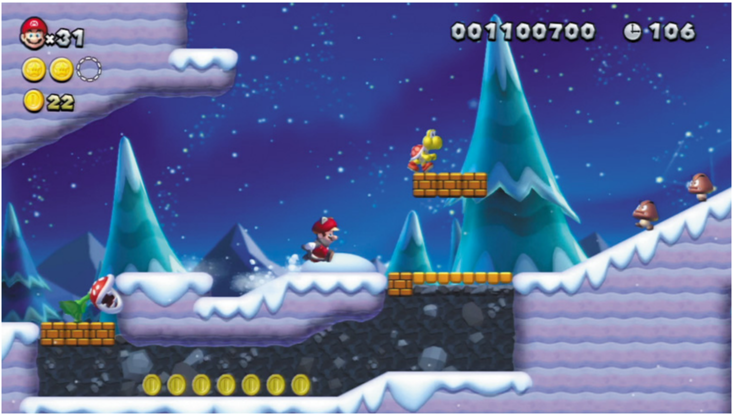
STAR COIN 2


×31
22
001095900
177

Extend the Beanstalk at Point 2, then climb up to reach a row of high Star Lifts that lead to this Star Coin. After claiming the Star Coin, drop and explore the hidden cave below to score some more bonus Coins. Cha-ching!

Tip

Accidentally ground pounded the Vine Block so that the Beanstalk grew downward instead of upward, Flying Squirrel Mario can still soar up and claim the second Star Coin by first exploring the hidden cave below, and then soaring up to the Star Coin.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22
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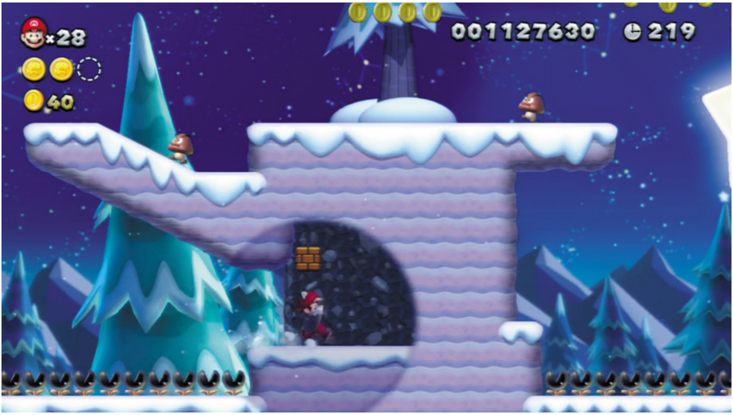
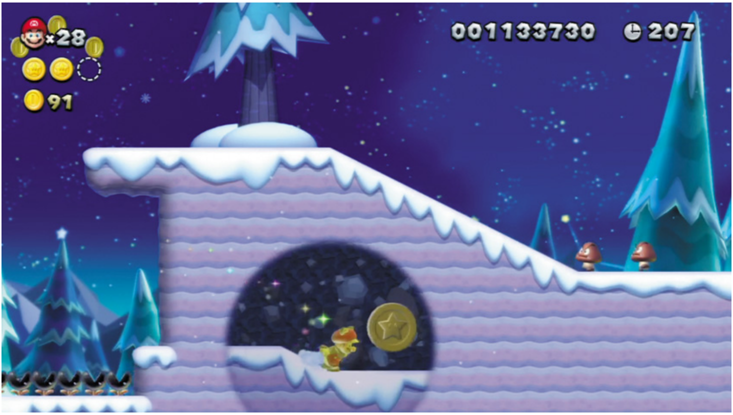
106

Defeat the Piranha Plant here by whacking it with the shell of the Koopa that patrols the nearby Brick Blocks to the right. With the Piranha Plant out of the picture, ground pound through the Brick Blocks it was guarding and grab the Coins in the cave below. Then strike the Brick Block at the end of the cave to discover a 1-Up Mushroom!


×28
40
001127630
219

Flying Squirrel Mario has the best chance of entering this hidden cave unscathed. Glide through the false wall, then bump the cave's Brick Block to score a Super Star. Once the Star is collected, a row of Coins appears across the Munchers to the right. Simply sprint across the Munchers, snagging Coins on your way to yet another hidden cave.

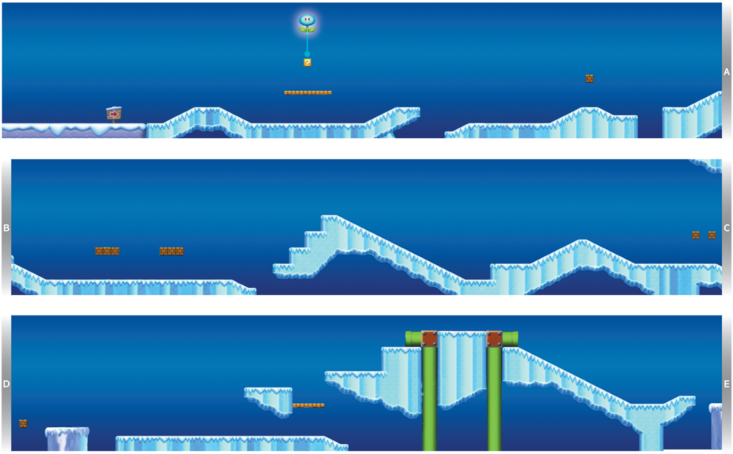
STAR COIN 3

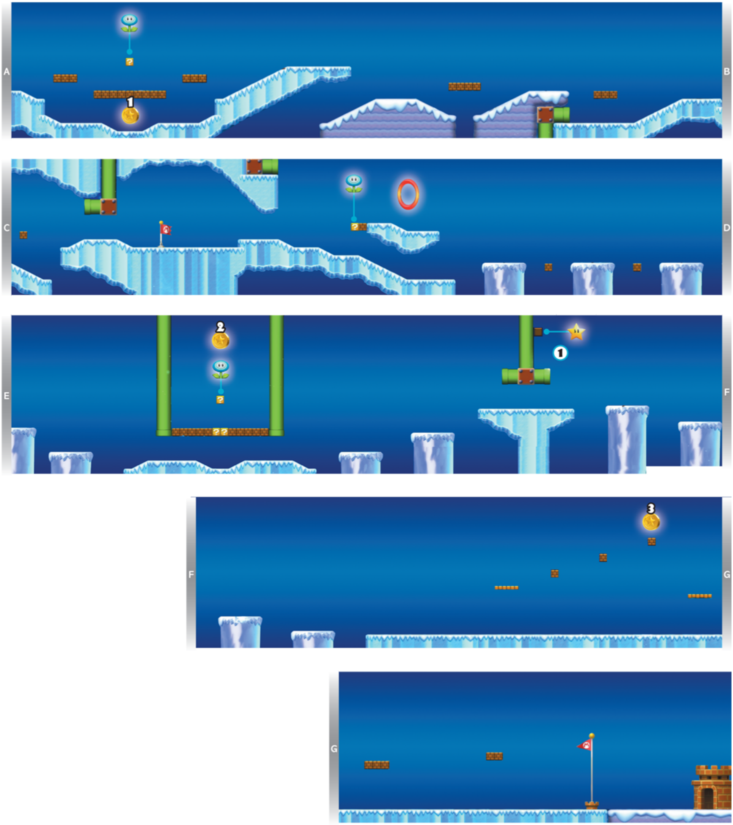

×28
001133730
207
91

Grab the Super Star at Point 4, then simply dash across the Munchers and enter this hidden cave, where the final Star Coin is kept. Flying Squirrel Mario can also glide into this cave from the nearby Star Lift, if you like.

Frosted Glacier 2

Cooligan Fields

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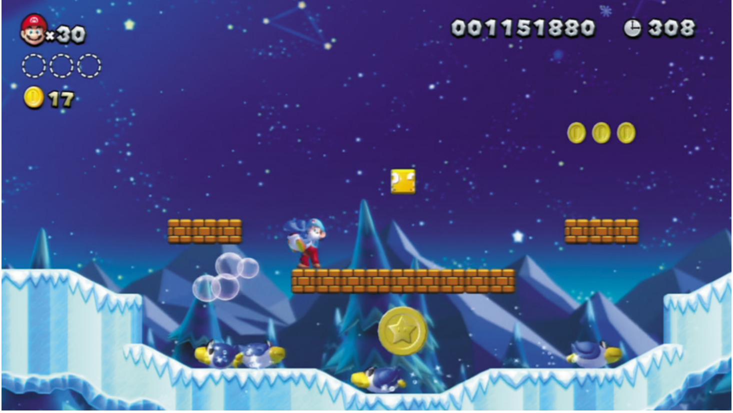
STAR COIN 1


×30
001151880
308
17

Beware: A gang of Cooligans comes sliding along the ice as you move to collect this first Star Coin. Retreat to the tops of the nearby Brick Blocks, then jump down and stomp the Cooligans, clearing the way to the Star Coin.

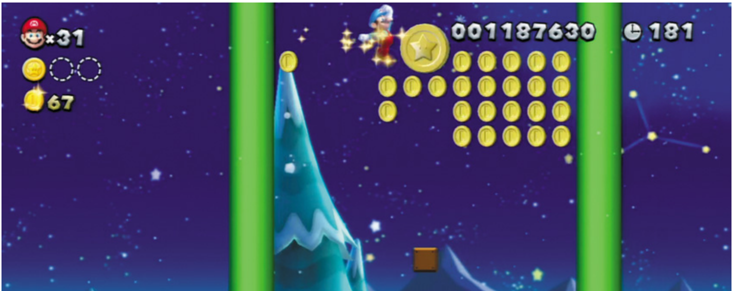
Tip

Freeze Cooligans with iceballs to make them easier targets for stomping. Frozen Cooligans will defeat other Cooligans that are not frozen, and will be defeated when they hit a wall!

Tip

Bring a Baby Yoshi into this stage from the World Map, and the little guy will gobble up any Cooligans that slide toward you!

STAR COIN 2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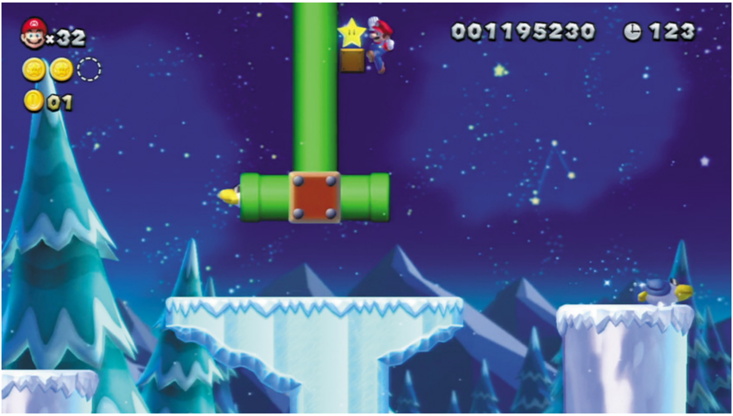
001187630
181
67

Smash through the Brick Blocks below the second Star Coin, then leap from the top of the empty ? Block to the green Pipe to wall jump to the second Star Coin. Nice moves!


×32
01
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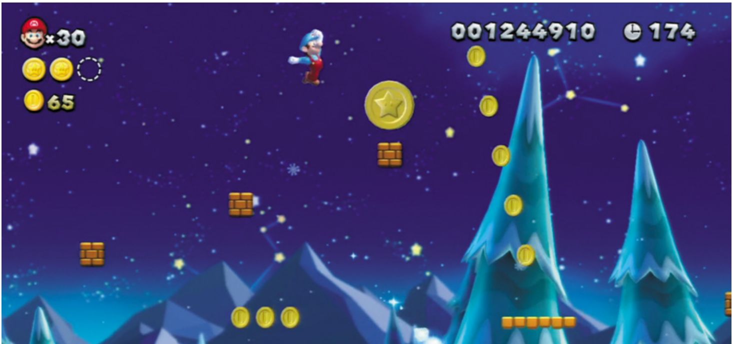
123

Carefully jump onto this Pipe, making sure to avoid the Cooligans that regularly emerge. Then jump up and strike a hidden Block above the Pipe to make a Super Star pop out. This should make your final dash much easier!

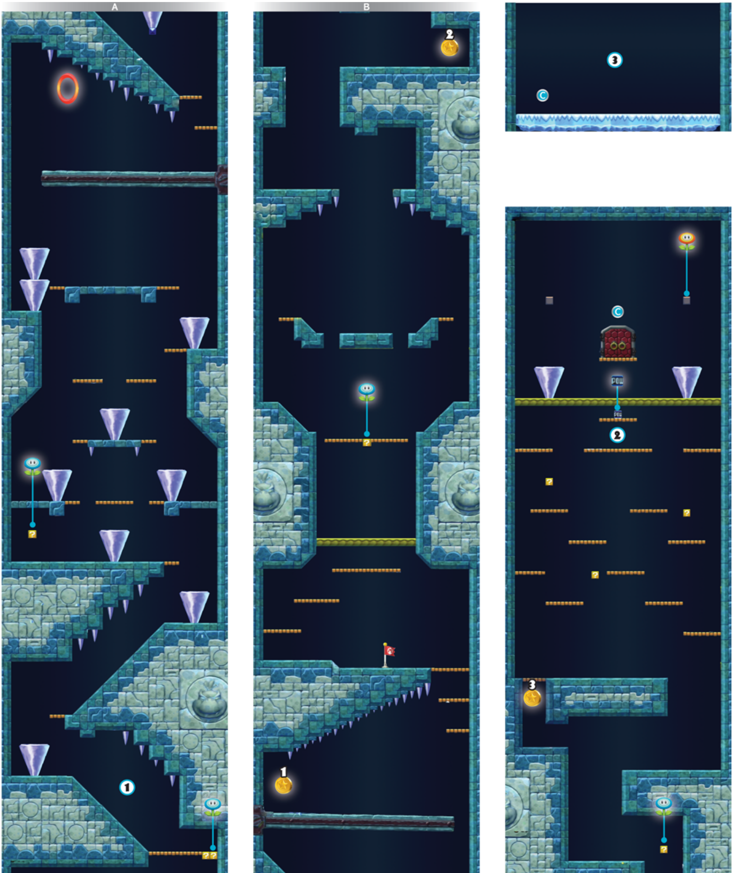
STAR COIN 3


×30
65
001244910
174

Hold the jump button as you bounce off a passing Cooligan, and you'll gain the extra height you need to reach the platform to the left of this final Star Coin. Now simply jump up the nearby Brick Blocks and claim the Star Coin!

Frosted Glacier Tower

Freezing-Rain Tower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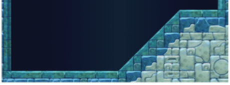
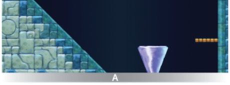
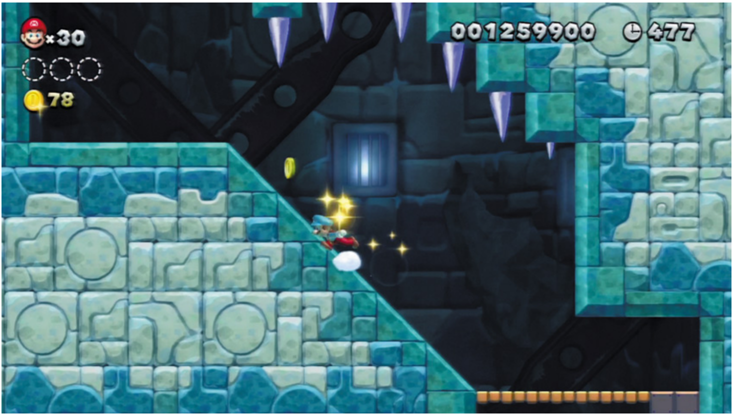
1
2





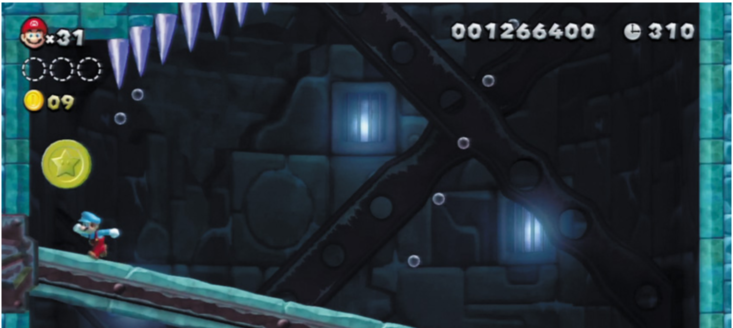

×30
78
001259900
477

Be careful to avoid the Icicles that fall from the ceiling as you jump up this slope. There are many more Icicles throughout this stage, including Huge Icicles that remain imbedded in the floor after they drop. Whenever you see raindrops trickling down, you know that Icicles are above you!

Caution

Icicles reform after a few seconds, ready to fall again. Don’t linger around areas where Icicles form!

STAR COIN 1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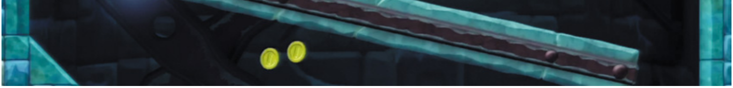
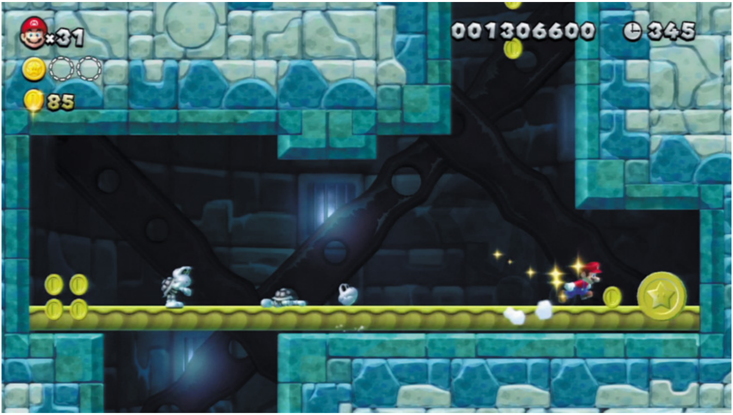


The first Star Coin is an easy grab—just dash along the tilting platform and collect it. No Icicles will fall where the Star Coin sits, so you're safe there!

STAR COIN 2

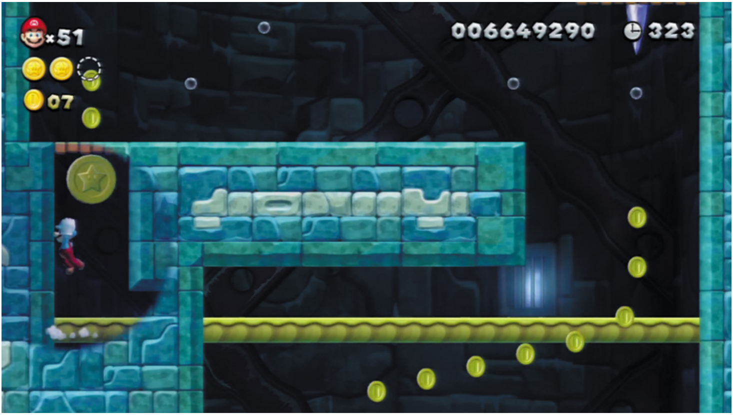

×31
85
001306600
345

You've got to be quick when going for the second Star Coin, or the elevator will carry you past it. Simply dash over and grab the Star Coin before you're hoisted too high.

Tip

Freeze and throw an enemy at the second Star Coin to collect it with ease!

STAR COIN 3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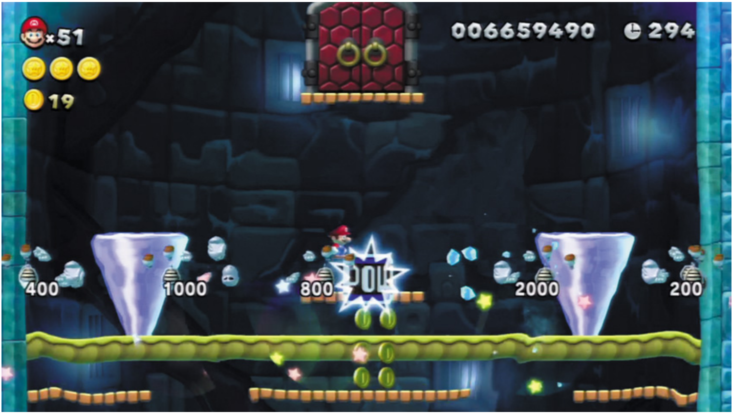
323

While riding the elevator, slip through a false wall on the tower's left side and claim this stage's final Star Coin. Now you've just got to reach the top!


×51
19
006659490
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POW
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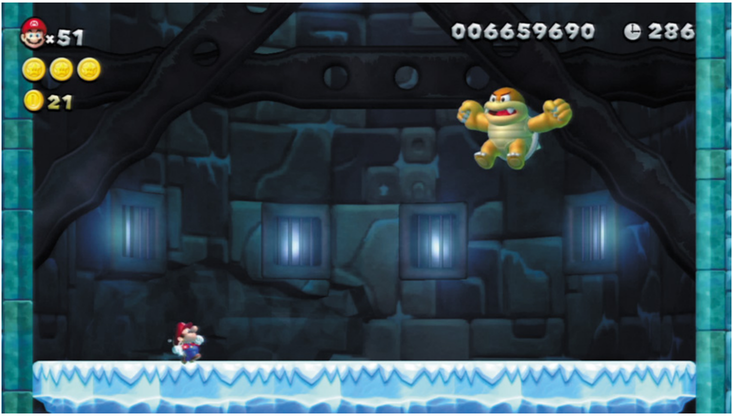
200

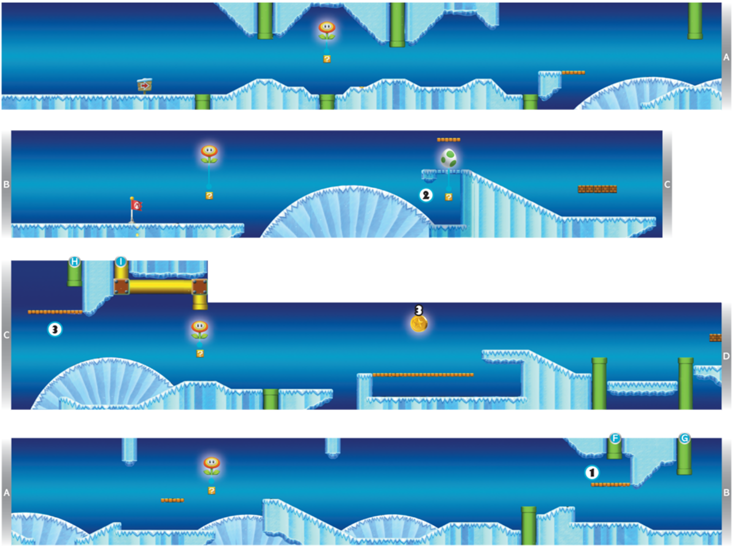
Hurl the POW Block near the tower's apex, and you'll shatter all of the surrounding Dry Bones—and potentially score several 1-Ups in the process!


×51
21
006659690
286

The tower's final baddy, Boom Boom, awaits you in the highest chamber. Magikoopa's nefarious wizardry grants Boom Boom the ability to jump extraordinarily high during this battle—try to stomp Boom Boom just as he lands after leaping. Flatten Boom Boom with a trio of stomps to secure your victory!

Frosted Glacier 3

Prickly Goombas!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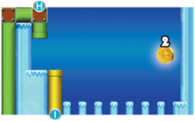
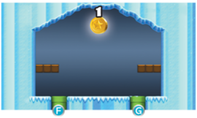
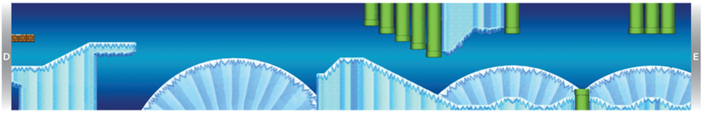
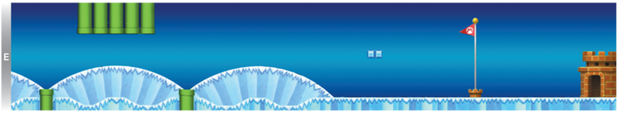
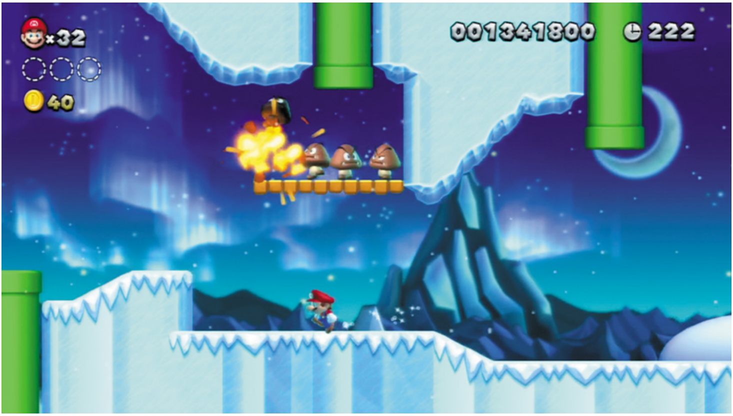








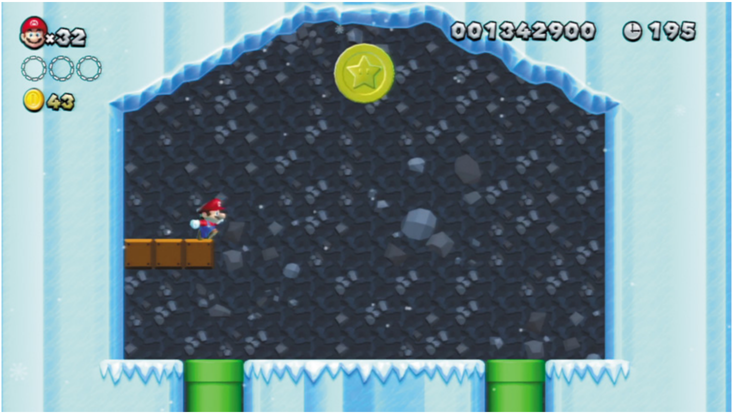

×32
40
001341800
222

Lure a Fire Piranha Plant into spitting a fireball at the Prickly Goomba that stands atop this ledge (or simply sear the Prickly Goomba with a fireball of your own). After its shell has been burned away, the Goomba will walk off the ledge, and his nearby buddies will follow. Now you can safely leap up to the ledge and enter the overhead Warp Pipe!

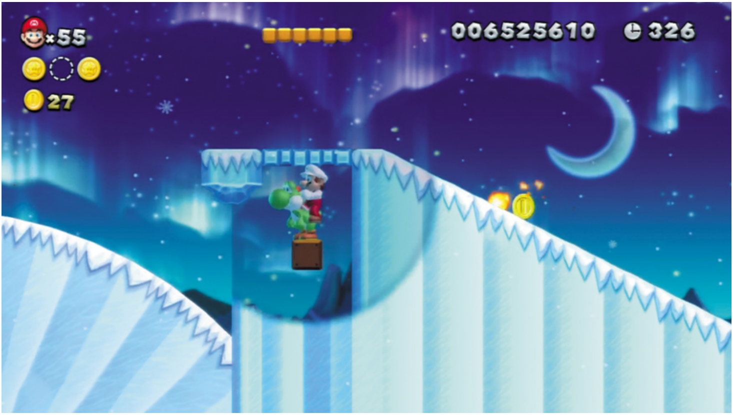
Tip

If you have a spare Ice Flower, use it to bring Ice Mario into this stage. Then you can freeze Prickly Goomas and other enemies, pick them up, and toss them at other foes, quickly clearing them out!

STAR COIN 1


×32
43
001342900
195

The first Star Coin is kept in a secret ice cavern—enter the Warp Pipe at Point 1 to get here. Jump near the cavern's walls to discover some hidden Blocks, then leap from the Blocks to reach the highhovering Star Coin.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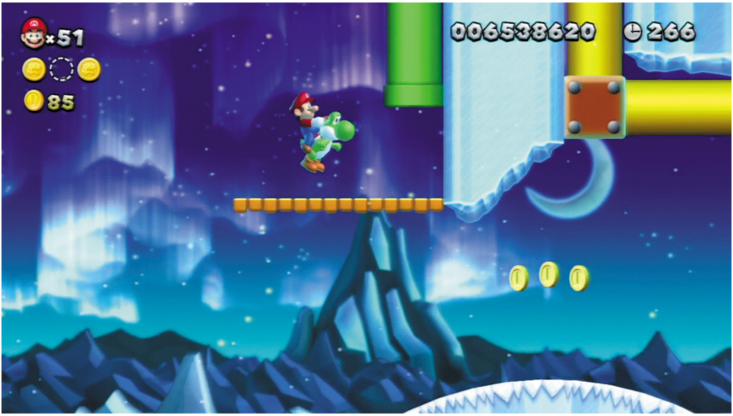
326

Run through a false wall here to enter a small, secret cave. Bump the ? Block here to bust out Mario's trusty buddy, Yoshi!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85
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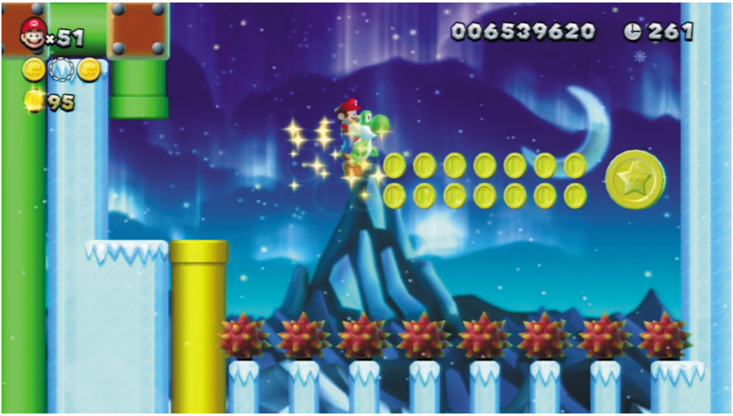
266

Use Yoshi to reach this high platform, or burn away a Prickly Goomba's shell with a fireball and then bounce off the Goomba to bound up here. Either way, enter the platform's Warp Pipe to visit another secret side area.

STAR COIN 2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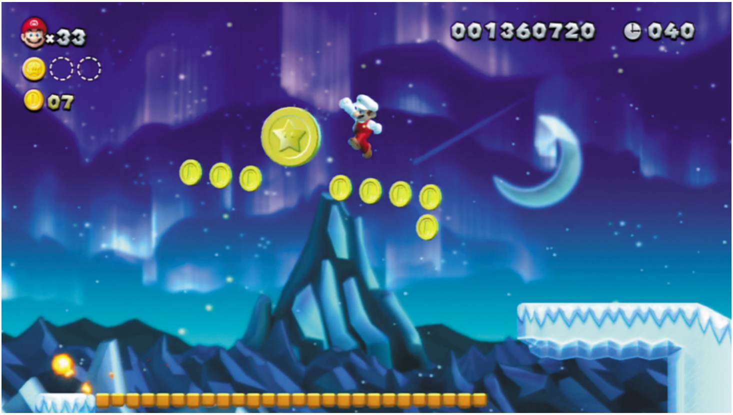
95
006539620
261

Step into the Warp Pipe at Point 2 to enter this second side area, where the second Star Coin is kept. Yoshi can simply hop across the row of Prickly Goombas here, while Fire Mario can burn them up. Either way, that Star Coin is sure to be yours!

STAR COIN 3


×33
07
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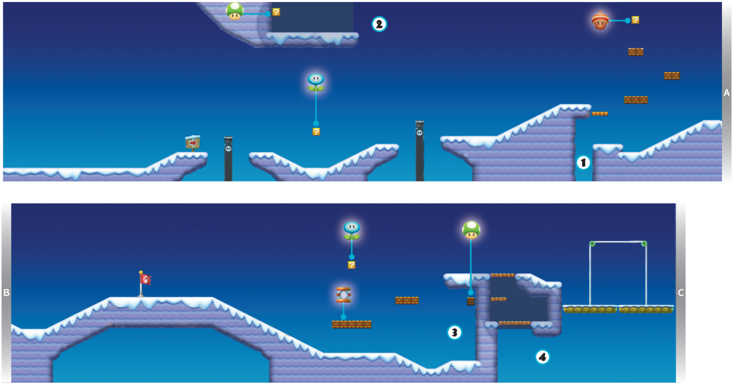
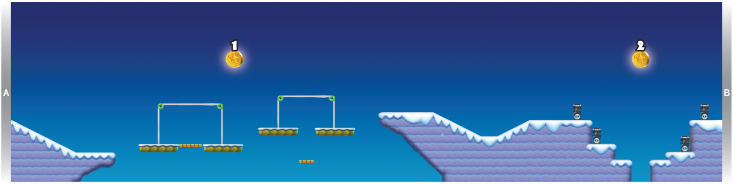
040

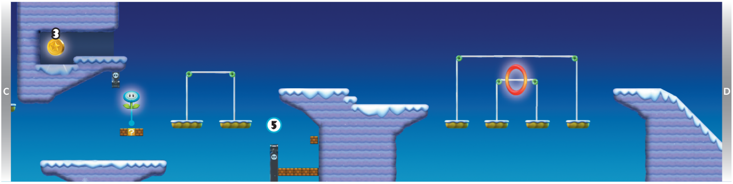
A good, long jump is all you need to nab this stage's final Star Coin, which hovers up high here. Just watch out for the Prickly Goombas below—the nearby Fire Bro will toast them, causing the Goombas to bound up toward you!

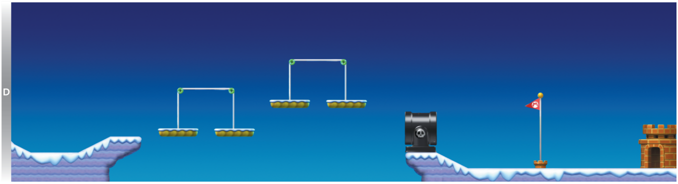
Frosted Glacier 4

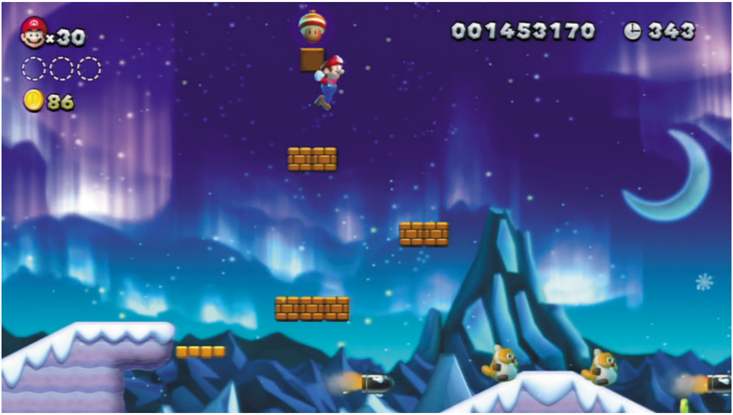
Scaling the Mountainside



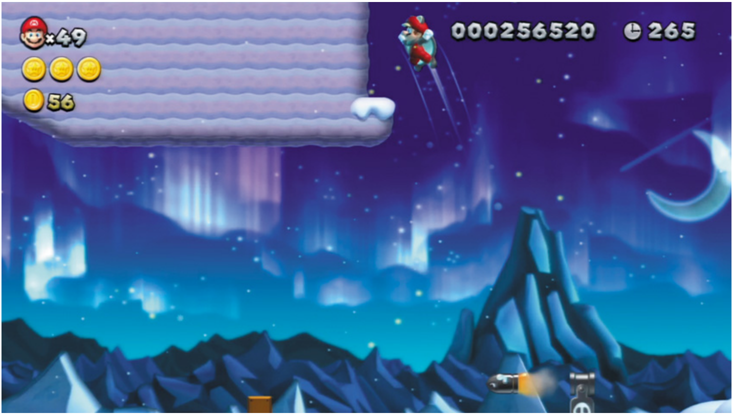






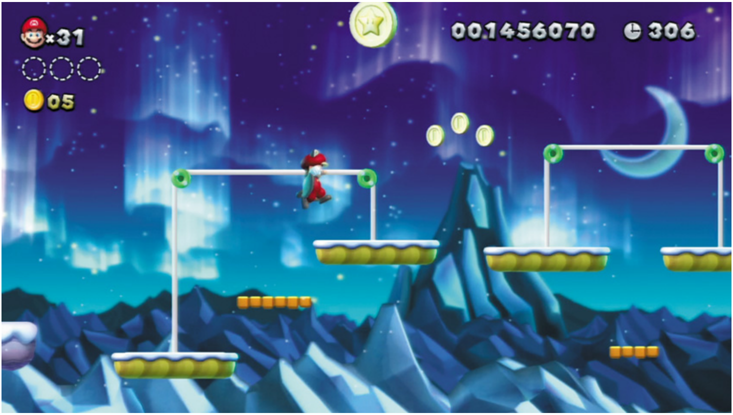

×30
86
001453170
343

Carefully slide down the wall, Brick Blocks will appear as Mario wall jump's out of the pit. Jump up the Brick Blocks to reach a high ? Block that contains a Super Acorn!


×49
56
000256520
265

After claiming the Super Acorn at Point 1, glide to the left to discover this high ledge, where bonus Coins and a 1-Up Mushroom are stashed behind a flase wall! Perform a flying squirrel jump to land on the ledge as you glide near.

STAR COIN 1

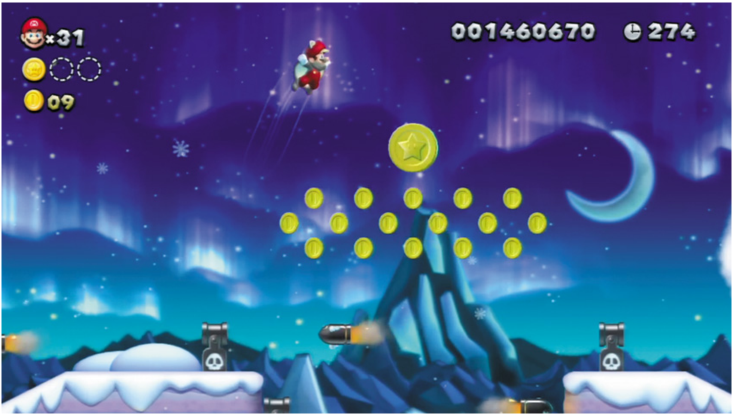

×31
05
001456070
306

Tip the Scale Platforms below this Star Coin in your favor by standing on the left platform to make the right platform rise. Leap up to the high right platform, then quickly jump up and claim the Star Coin.

Tip

Flying Squirrel Mario can collect the first Star Coin more easily with a flying squirrel jump!

STAR COIN 2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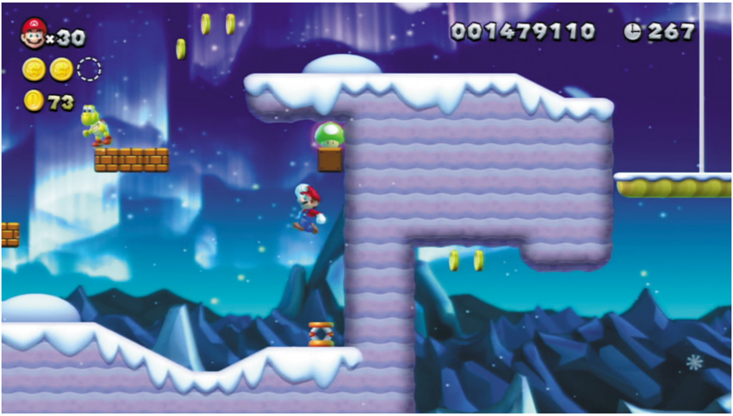
274

Normally, bouncing off a Bullet Bill is your best bet for collecting the second Star Coin—but Flying Squirrel Mario can simply soar up and snag it!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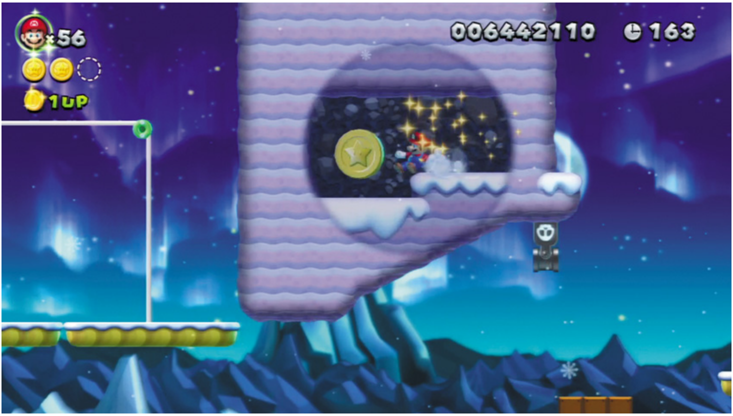
001479110
267

Bump a Brick Block here to obtain a rare Trampoline. Pick up the Trampoline and place it near the wall to the right, then bounce off of the Trampoline. You'll bump a hidden Block and knock free a 1-Up Mushroom!

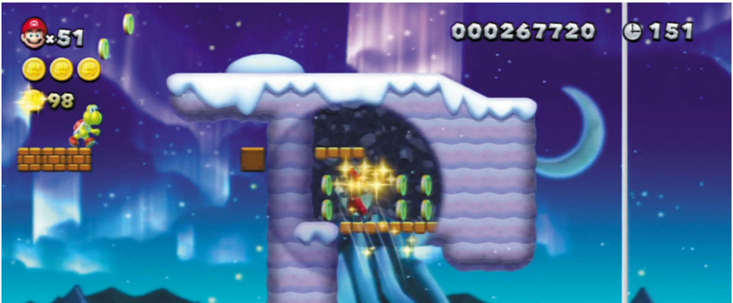
Tip

Flying Squirrel Mario can forgo the Trampoline and simply soar up to the 1-Up Mushroom Block with a flying squirrel jump!

STAR COIN 3


×56
006442110
163
1UP

The final Star Coin is hidden inside this secret cave. Soar into the cave as Flying Squirrel Mario, or bounce off a Bullet Bill to get here instead. You may find it easier to leap from the snowy ledge to the right and bounce off a Bullet Bill than to jump up from that shifty Scale Platform.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98
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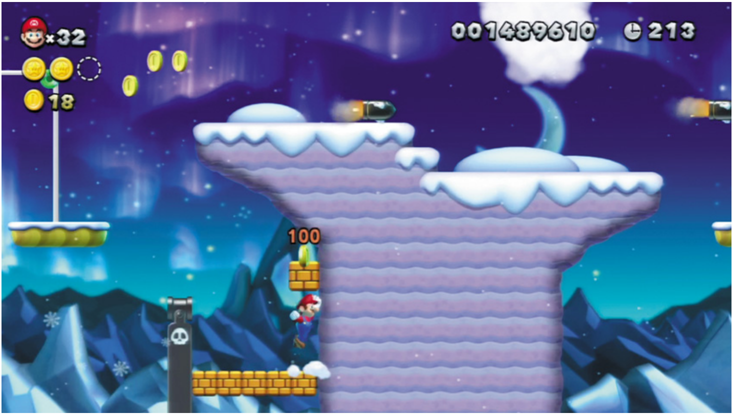
151

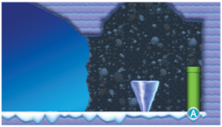
Enter a hidden cave here by riding down the nearby Scale Platform, then gliding over and performing a flying squirrel jump to soar up into the cave from below.

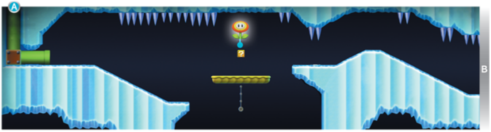

×32
18
001489610
213
100

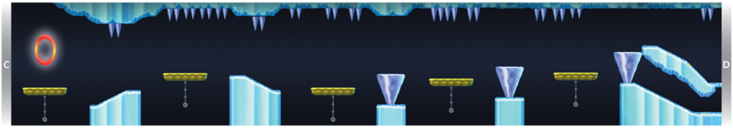
Land atop the Bill Blaster here, and a row of Brick Blocks will appear over the pit to the right. Now you can safely drop down and claim Coins from the nearby 10-Coin Block!

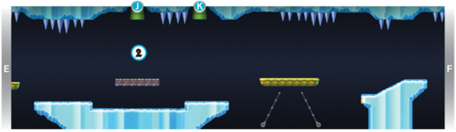
Frosted Glacier 5

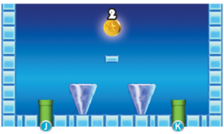
Icicle Caverns

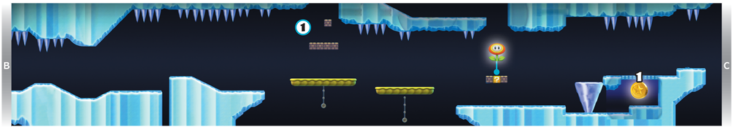


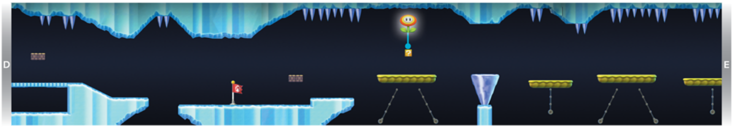


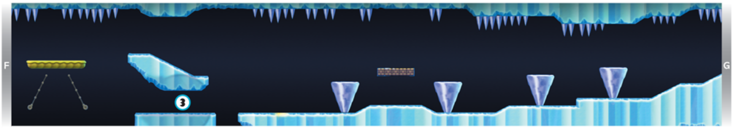


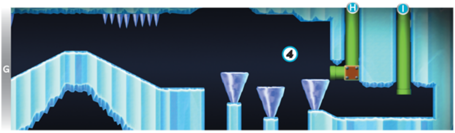


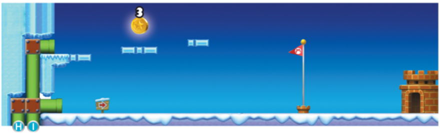












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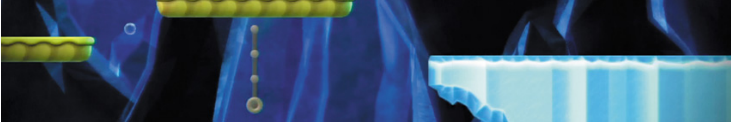
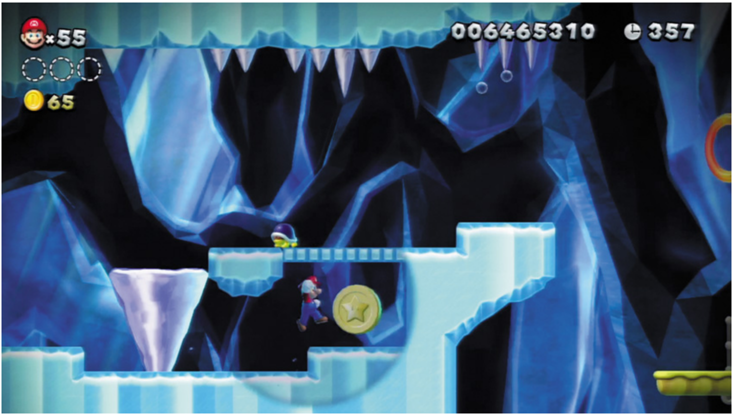


Jump from the top of the Brick Blocks here to discover a hidden Block above them. Leap from the hidden Block to reach the roof of the cavern, where a cluster of Coins are hidden.

STAR COIN 1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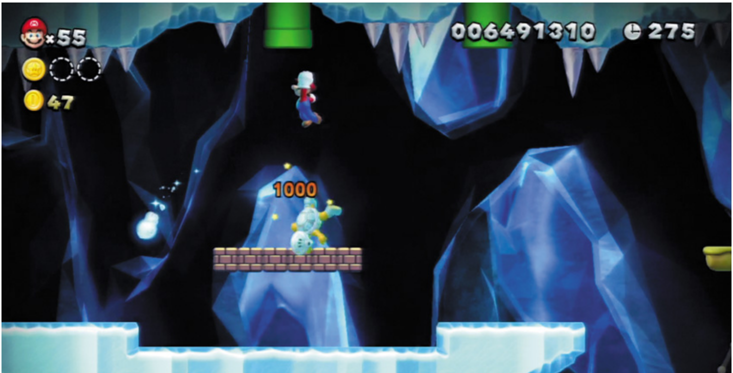
357

The first Star Coin is hidden here, within a secret cave. Dash through the false wall before the Huge Icicle above falls, or else it'll block the cave. Not cool!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47
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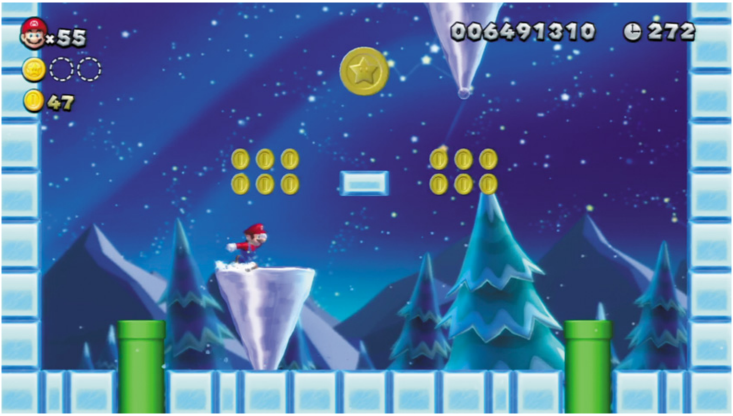
275
1000

Bounce off the Ice Bro that stands atop the Brick Blocks here, and then you can enter the overhead Warp Pipe.

STAR COIN 2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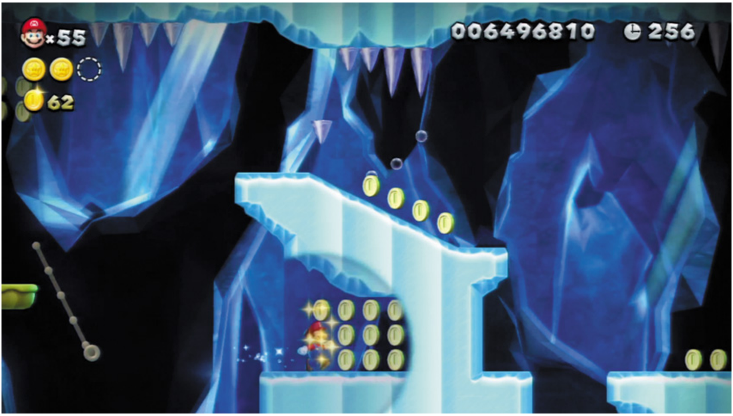
272
47

Enter the overhead Warp Pipe at Point 2 to visit this small outdoor area, where the second Star Coin hovers up high. Allow the Huge Icicles to fall, then use them as platforms to help you claim the Star Coin.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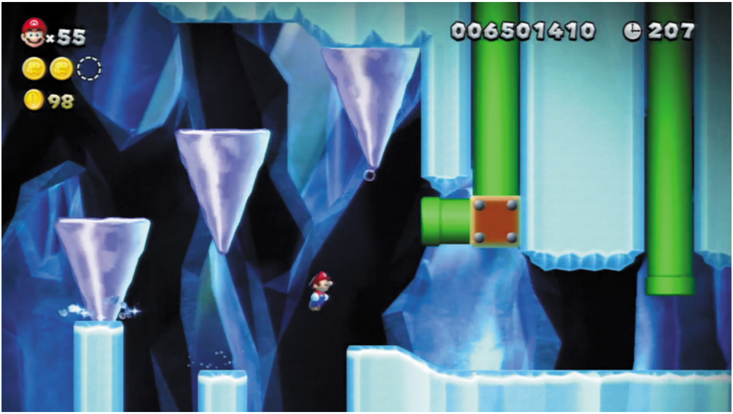
256
62

Snag a few bonus Coins by exploring the hidden cave here. Bonus!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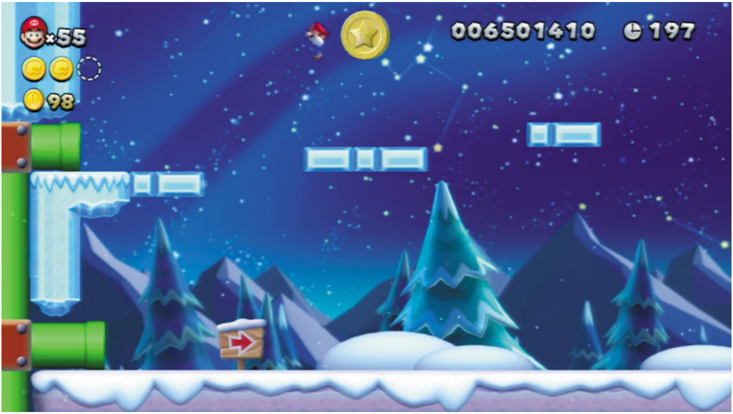
98
006501410
207

Hurry to get past these Huge Icicles before they fall—if you're too slow, the final Icicle will seal off the passage that leads to the far Warp Pipe, which you must enter if you wish to claim the final Star Coin.

STAR COIN 3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197

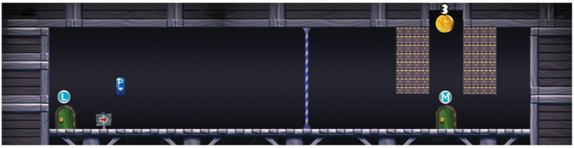
Speed past the Huge Icicles at Point 4 and enter the far Warp Pipe to emerge within reach of the stage's last Star Coin. Hop across the high platforms to grab it, then go for the top of the flag pole!

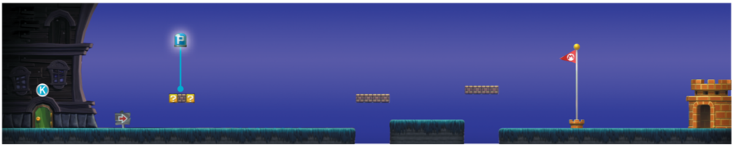
Tip

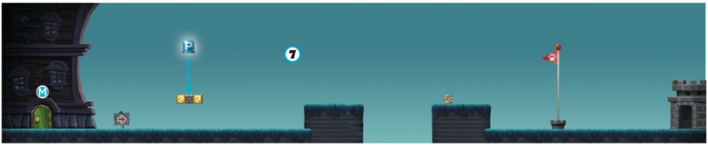
Flying Squirrel Mario can still reach the third Star Coin with a flying squirrel jump, even if he popped out of the lower Warp Pipe!

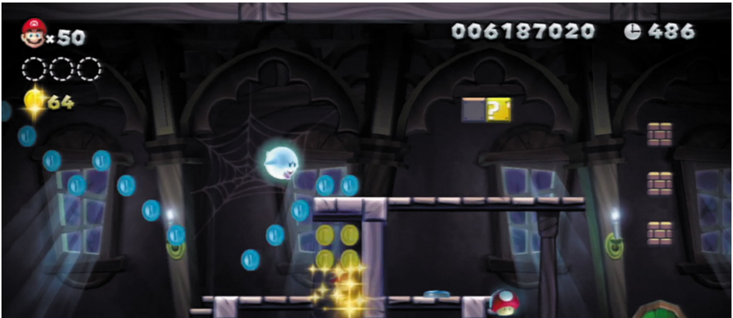
Frosted Glacier Boo House

Swaying Ghost House





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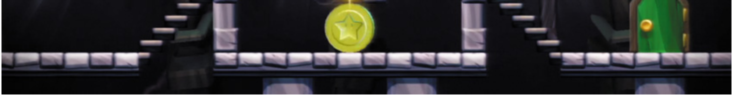
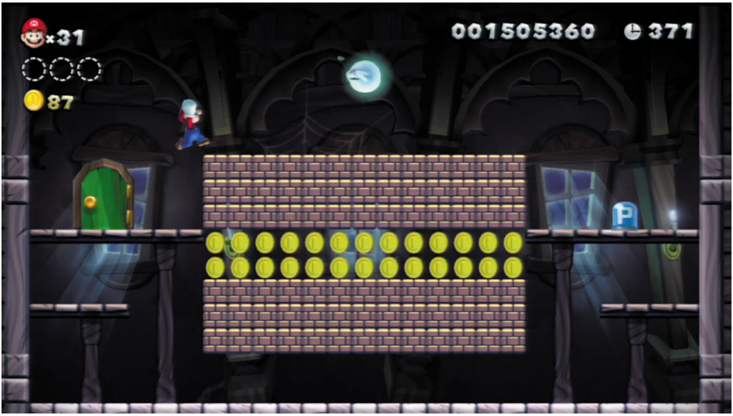


Hit the P Switch in the very first room, and all of its Brick Blocks will transform into Coins. Quickly jump over toward the tall stack of Coins to the left, but before you head through, run up the stairs and drop through the false wall to claim the first Star Coin. You can only reach this Star Coin after the P Switch has been hit, for there are Brick Blocks hidden within that false wall!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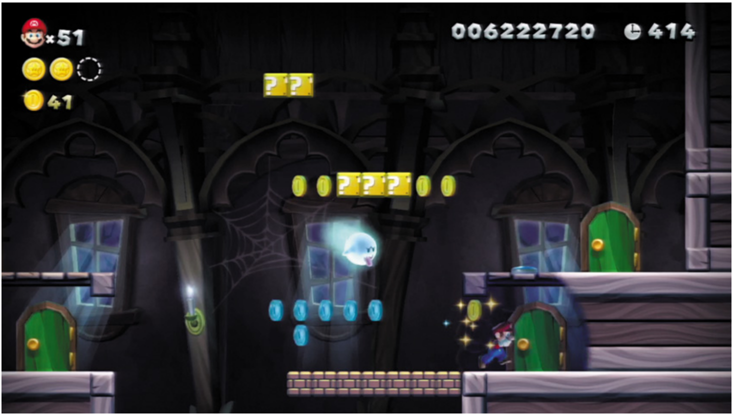
87
P

Coin collectors should pay a quick visit to this room, where a P Switch can be hit to cause a hoard of Coins to appear. Glorious!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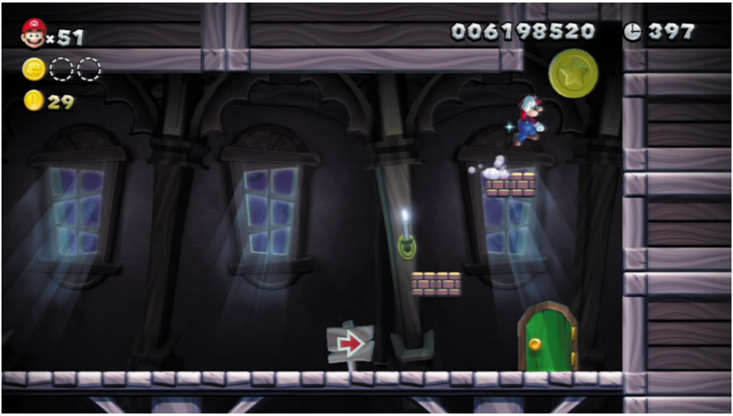
006222720
414
41

Hit the P Switch in this room to transform the bottom row of Coins into Brick Blocks. Drop down to the bottom row of Coins, then either run and jump over to the lower door on the left, or pass through the false wall on the right to discover a secret door. The left door leads toward the second Star Coin; the secret door on the right takes you deeper into the Ghost House.

STAR COIN 2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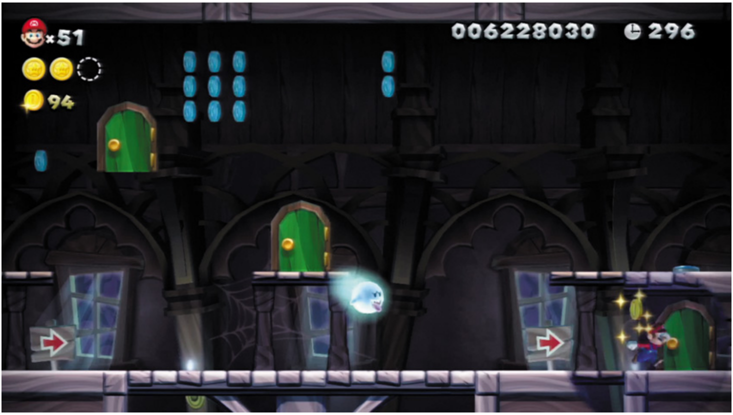
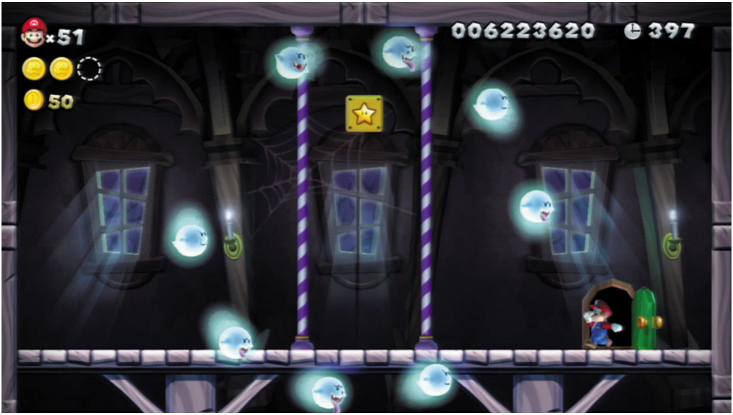
397
29

Hit the P Switch as you dash along this hall, and the four Coins that remain ahead of you will briefly transform into Brick Blocks. Sprint to the end of the hall before the time runs out, and you can leap up those temporary Brick Blocks and snag the second Star Coin!


×51
006228030
296
94

Brick Blocks hidden behind false walls conceal a ? Switch and a secret door in this room. First, press the P Switch to change all of these hidden Brick Blocks into Coins (and all of the room's Coins into Brick Blocks). You may now move through the left wall to discover the ? Switch. Hit the ? Switch, and a couple of signs will appear, pointing toward the secret door. Hit the P Switch again if need be, so that you may pass through the lower-right false wall and discover the secret door.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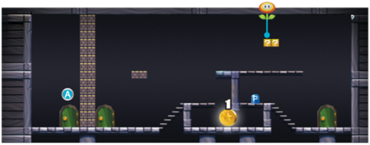
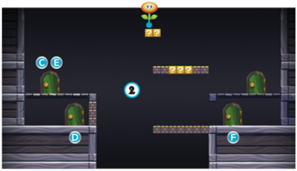
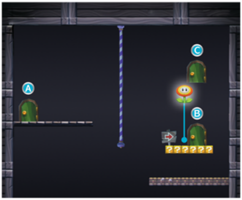
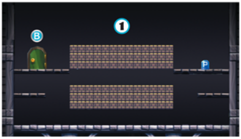
006223620
397

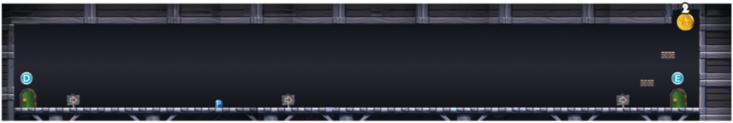
Hit the P Switch at Point 3, then take the upper-left door to visit this optional side room, where a ring of Boos encircles a Roulette Block. Carefully leap through the Boos, then climb one of the poles and hit the Roulette Block to score a random item! Backtrack through the door afterward to return to Point 3.

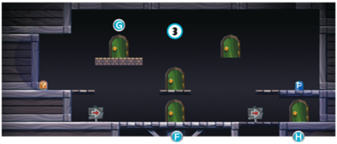


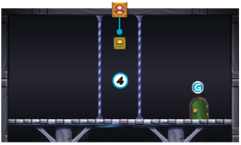


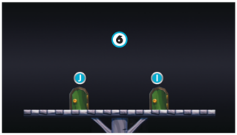


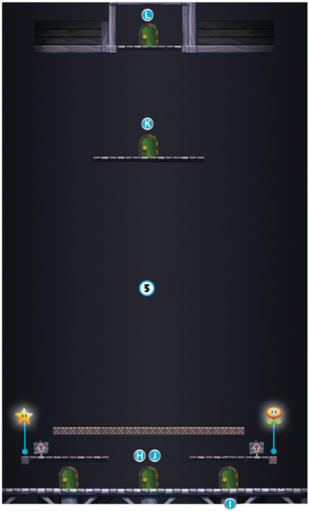


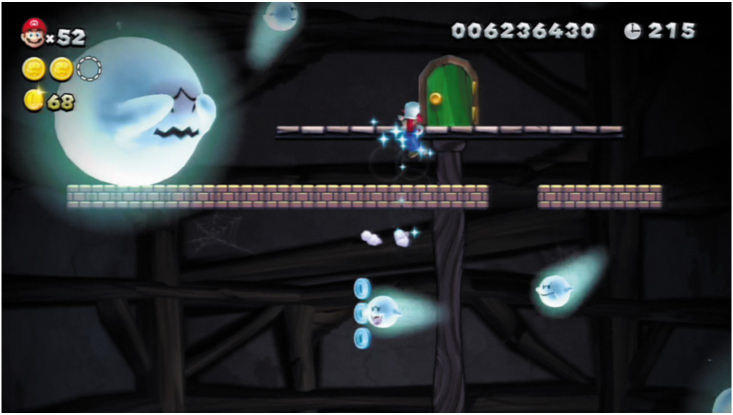




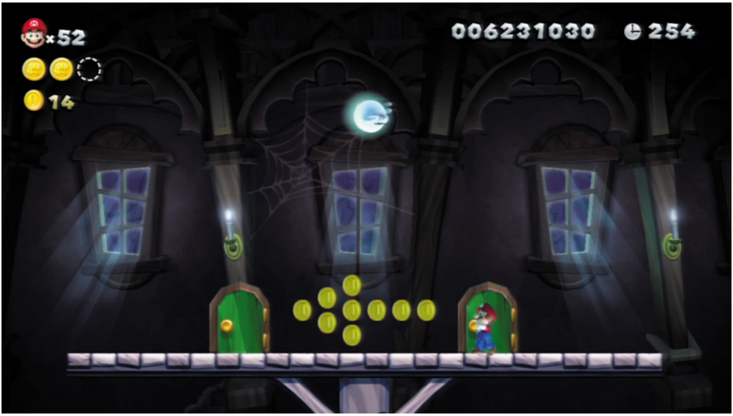







×52
68
006236430
215

Strike a hidden Block near the left side of this room to score a Super Star, then bolt over and hit the P Switch to transform the overhead row of Coins into Brick Blocks. Jump onto the Brick Blocks, and then just keep jumping upward to travel up the tall room. You'll defeat any Boos that touch you while your Super Star power is active, so jump fast and reach the top of the room before the Super Star's and P Switch's effects wear off!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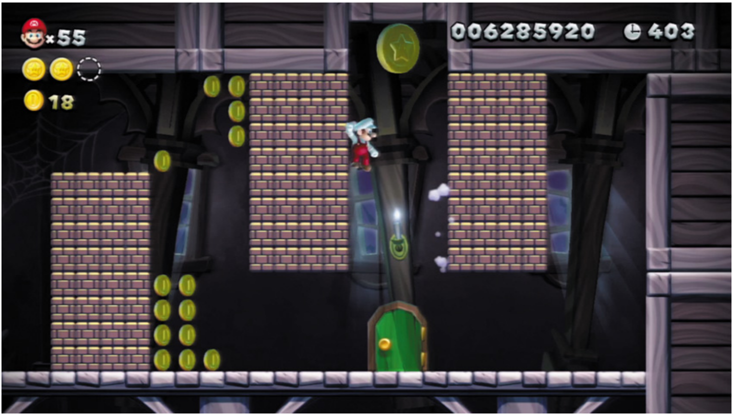
254

The lower-right door at Point 5 leads to this small room. Collect the Coins here before returning to Point 5. Passing through this room causes the Coins at the Point 5 room to reappear.

STAR COIN 3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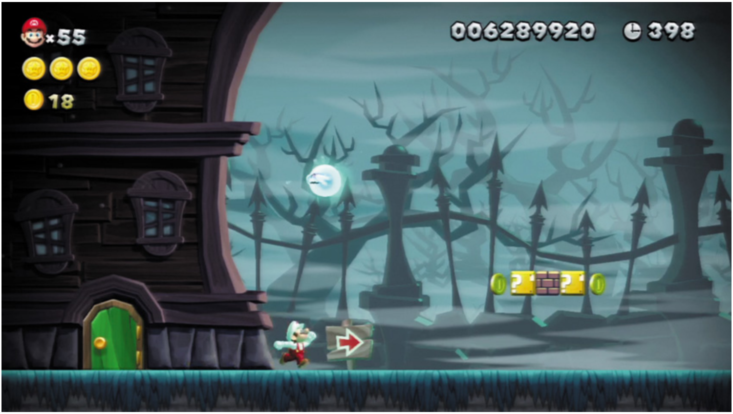
403

The final Star Coin is hidden in this secret room—get here by scaling the room at Point 5 with such speed that you're able to reach the secret door that's hidden above the false ceiling. Hit this room's P Switch, to turn the Coins into Brick Blocks and Brick Blocks into Coins. Navigate your way through the maze collecting as many Coins as you can, once you reach the end wall jump up and collect the final Star Coin for this level!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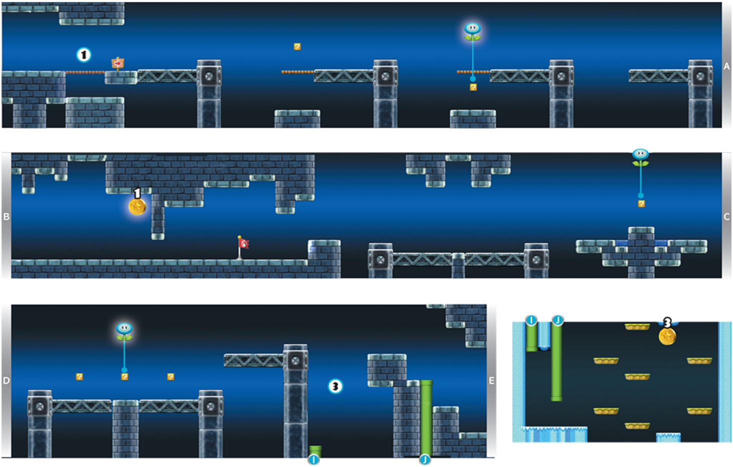
398

Reaching the secret room at Point 6 allows you to leave this confounding Boo House by way of secret exit. Simply head through the door after collecting the third and final Star Coin, and you'll emerge out here. Finish the stage by using this secret exit, and you'll unlock Frosted Glacier's secret stage!

Frosted Glacier Castle

Wendy's Shifting Castle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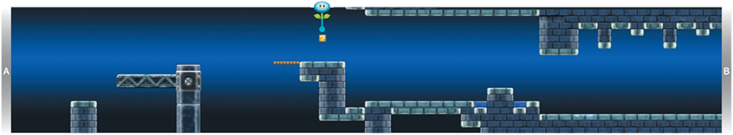

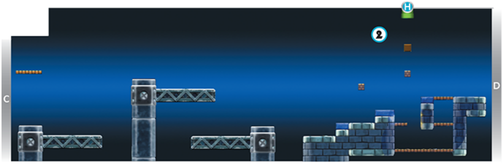

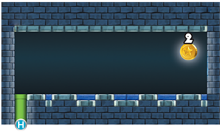

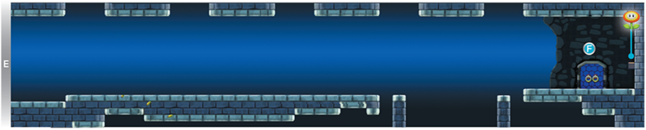

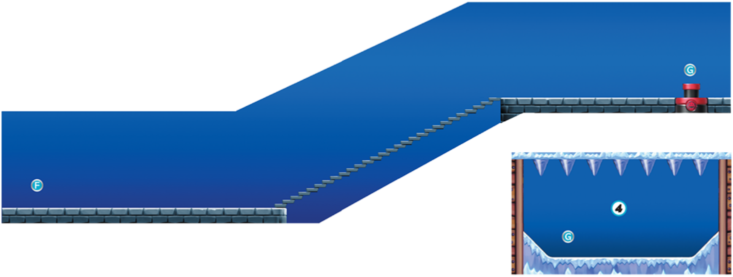

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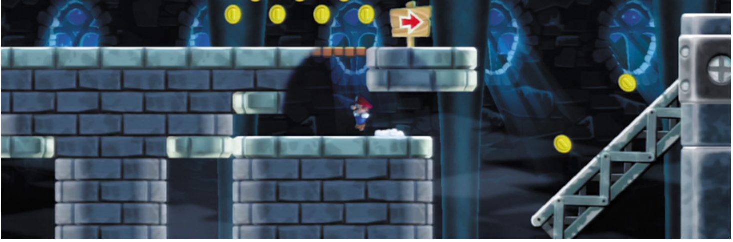
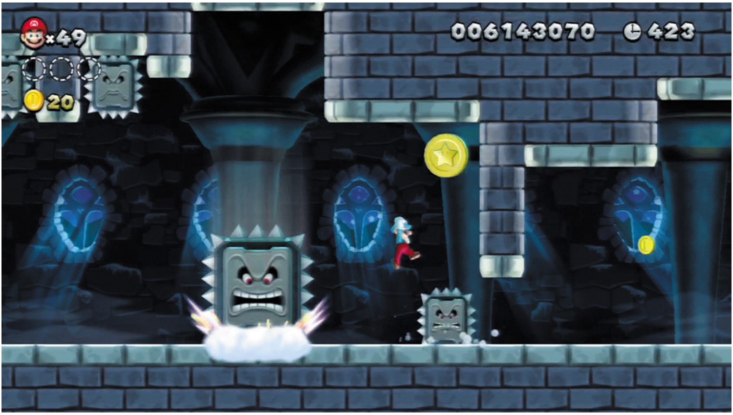


Run and jump from the first moving platform to enter a hidden path here, and a bunch of bonus Coins will appear above.

STAR COIN 1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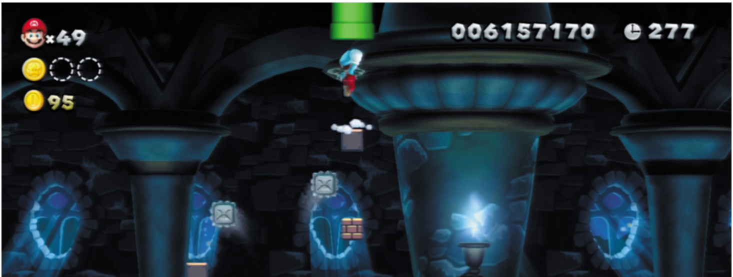
20
006143070
423

The first Star Coin is hidden here, behind a Thwomp. Entice the Thwomp into falling by moving underneath it, then quickly evade the Thwomp and wall jump up to collect the Star Coin.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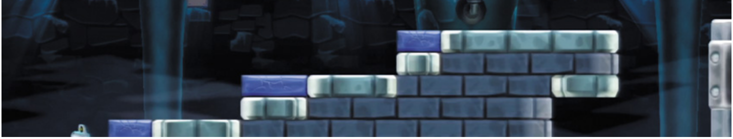
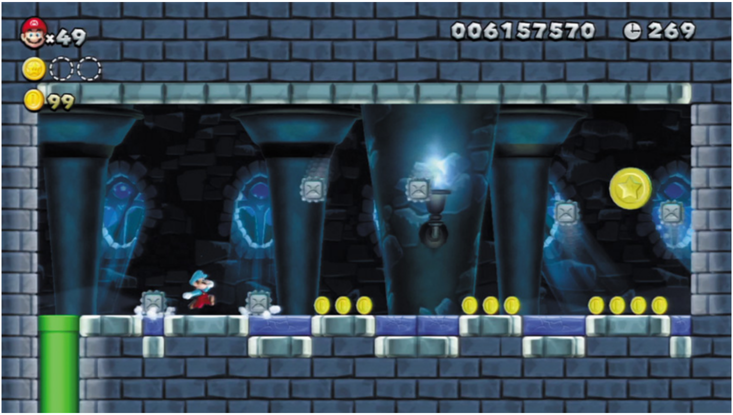


Jump up and strike a hidden Block here, then use the Block to help you reach the overhead Warp Pipe.

STAR COIN 2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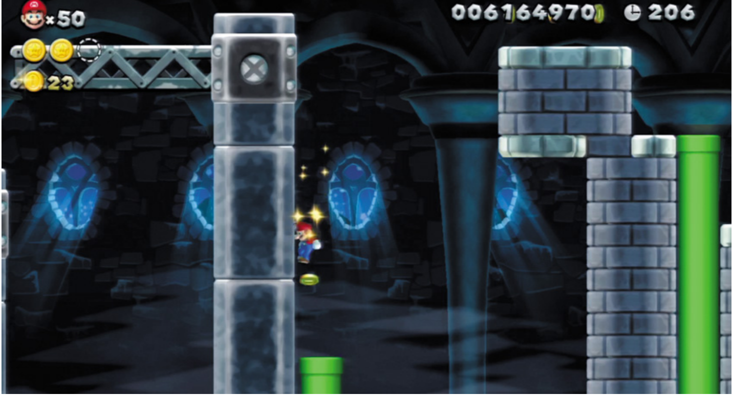
99

A sextet of Thwimps guards the second Star Coin. Enter the overhead Warp Pipe at Point 1 to reach this secret side room, then carefully avoid the Thwimps as you move to claim the Star Coin.

Tip

Simply avoid the blue stones on the floor to ensure that you aren't smacked by a Thwimp.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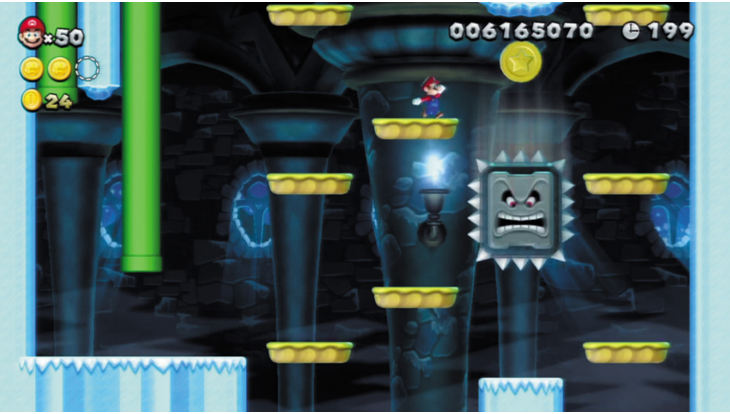
206

Take a daring plunge into this pit and land atop the low Warp Pipe. Duck inside the Warp Pipe to visit a secret underground area!

STAR COIN 3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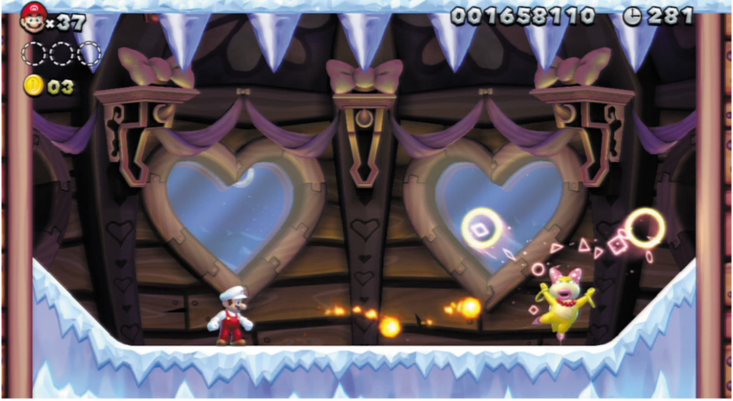
006165070
199

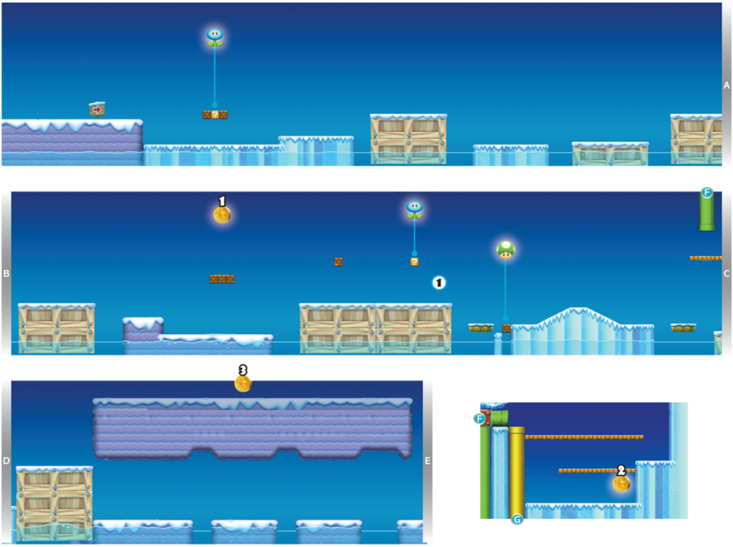
The final Star Coin is guarded by a Big Thwomp in this small, underground room. Lure the Big Thwomp into crashing down by moving underneath it, then quickly escape before you're crushed. Hurry and ride one of the nearby platforms, heading up to claim the Star Coin before the Big Thwomp returns.


×37
03
001658110
281

The wicked Wendy is ready to do battle aboard her frigid airship. Wendy begins each round of this fight by tossing out a number of energy rings that strike the overhead Icicles and cause them to fall. Make sure you're not impaled by these hazards as you seek to stomp Wendy. Stomp this boss three times to chill her out!

Frosted Glacier Secret Stage

Fliprus Lake


A
B
1
1
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C
3
D
E
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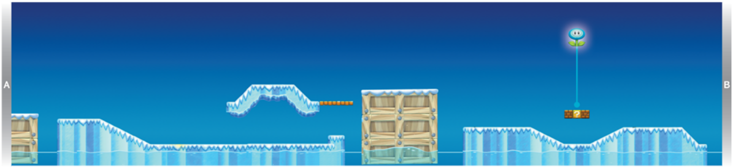
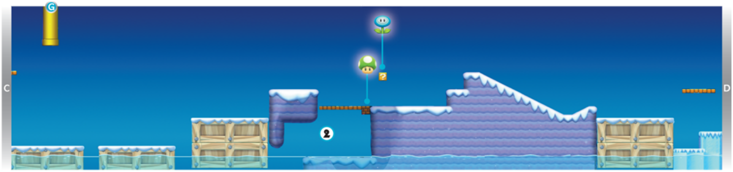
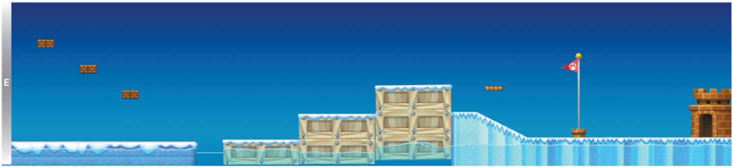
2
G



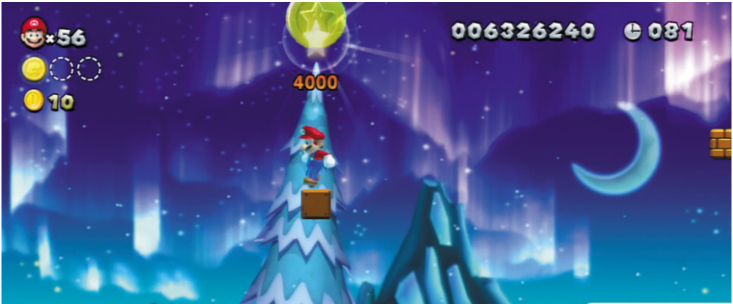




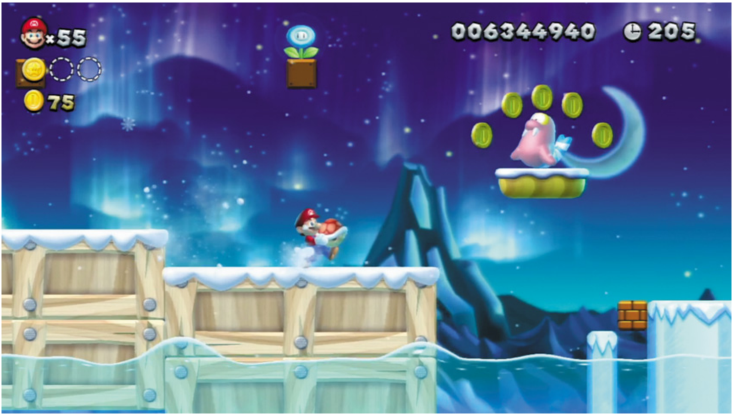
Note

This special stage appears on the World Map after you discover the secret exit in Frosted Glacier Boo House—Swaying Haunted House.

STAR COIN 1

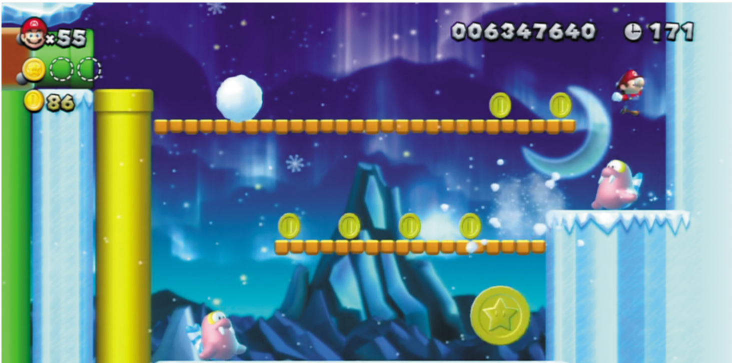

×56
10
4000
006326240
081

Defeat the Koopa that strolls along the Brick Blocks beneath this high Star Coin, then simply jump from the Brick Blocks and collect the Star Coin.

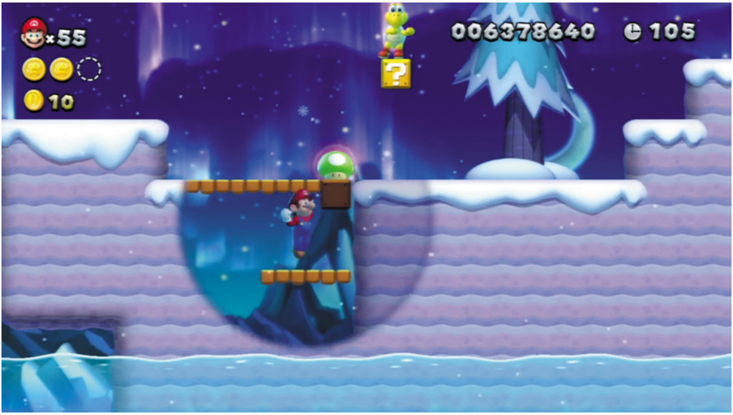

×55
75
006344940
205

Stun one of the many Koopas in this stage, then carry its shell over to this crate. Toss the shell at the Brick Block that's close to the water to the right. If you time it right, the shell will slide across the nearby moving platform and strike the Brick Block, causing a 1-Up Mushroom to emerge!

STAR COIN 2


×55
86
006347640
171

A pair of Flipruses guard the second Star Coin. Enter an overhead Warp Pipe to reach the Star Coin's side area. Carefully stomp each Fliprus as you navigate the snaking passage. Be careful to avoid their snowballs.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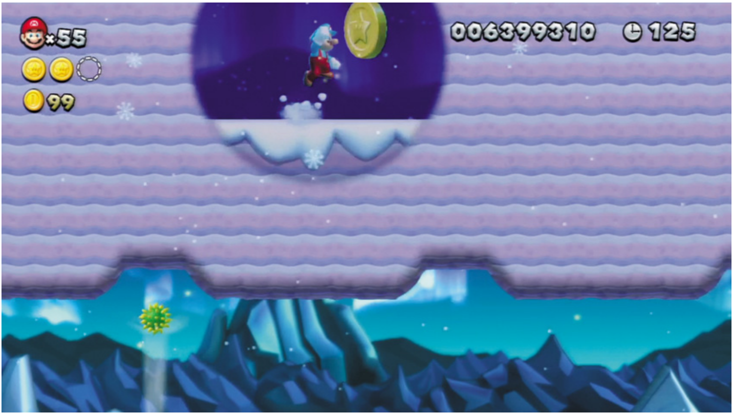
10
006378640
105

Ground pound the floating crate to the left of this Point. The crate will sink into the water. Quickly move to the right and pass through a false wall to enter a hidden cave. Bump the cave's Brick Block to discover another 1-Up Mushroom!

STAR COIN 3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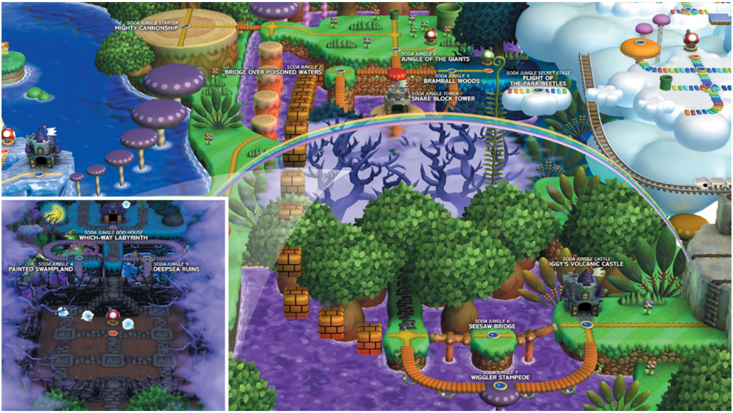
99
006399310
125

The final Star Coin is hidden here, on a high, secret path. To reach it, jump from the floating crate to the left and move through the false wall to land on the secret path. Now simply run over and collect this stage's final prize.

The final Star Coin is hidden here, on a high, secret path. To reach it, jump from the floating crate to the left and move through the false wall to land on the secret path. Now simply run over and collect this stage's final prize.

Worlds

Soda Jungle

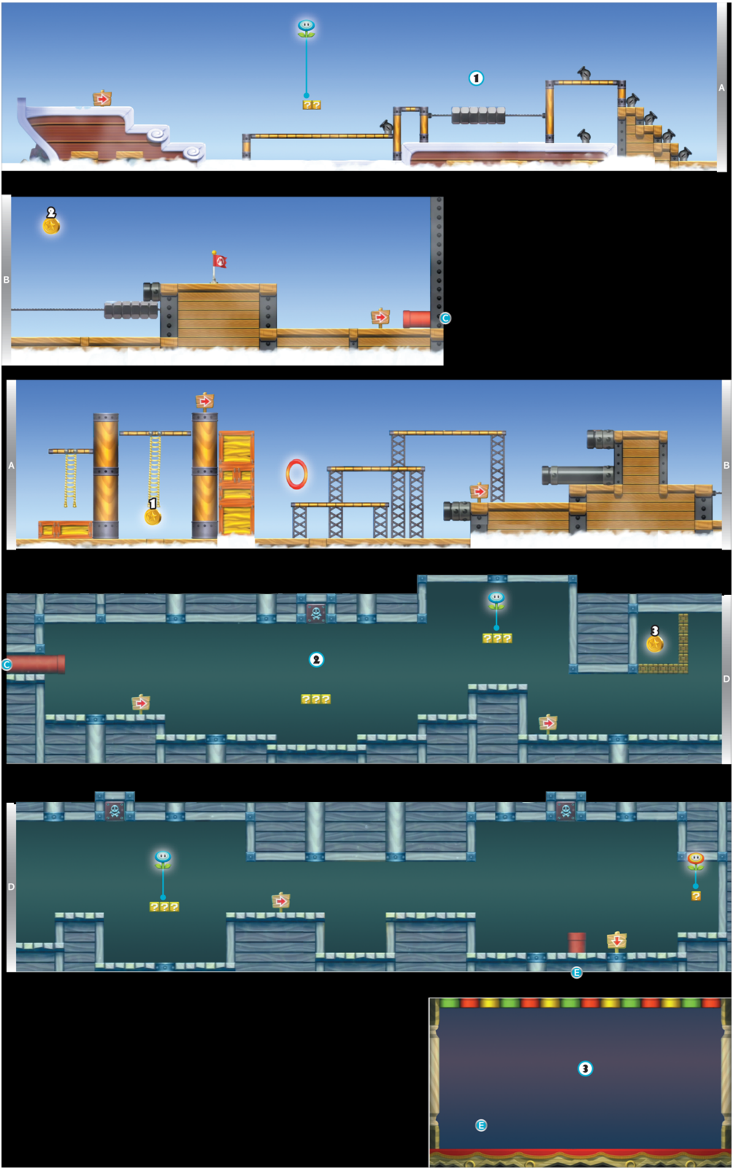


Locations

Levels	Toad Houses	Map Enemies	Boss
12	3	3	Iggy

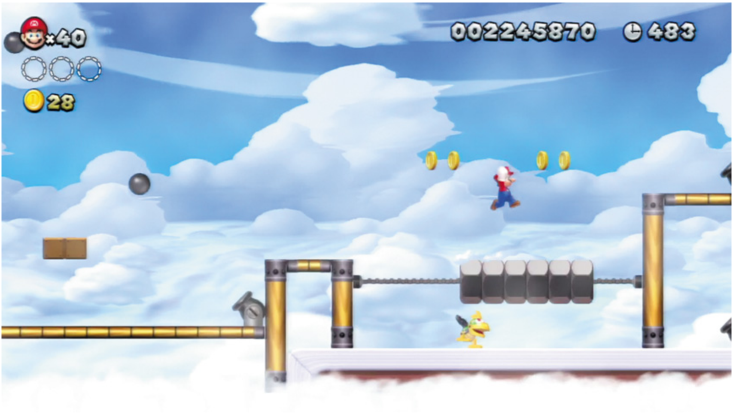
Soda Jungle Starter

Mighty Cannon Ship



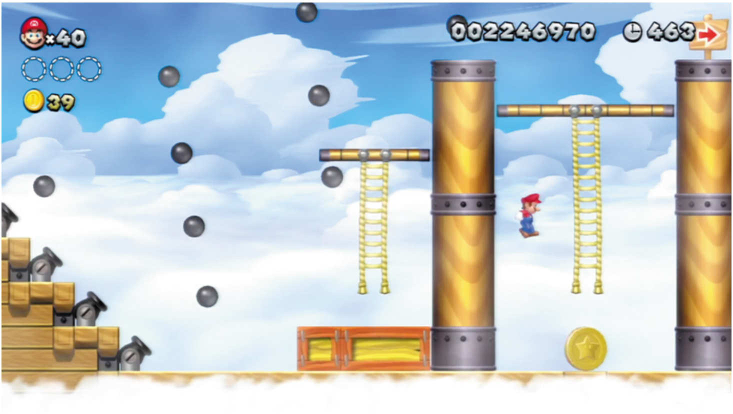
Note

After clearing Sparkling Waters or Frosted Glacier, you can advance to this special stage. Make it through the Mighty Cannon Ship, and you'll be free to explore the eerie wilds of the Soda Jungle!



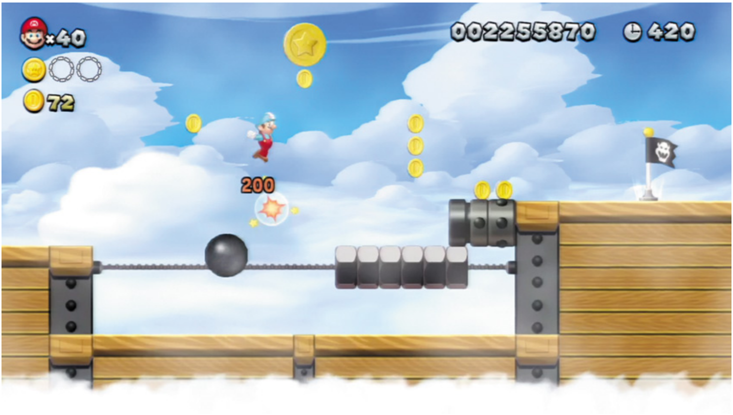
Jump on the Nut here to make it spin and slide to the right. Just keep jumping on the Nut until you're able to leap up to the platform above.

STAR COIN 1

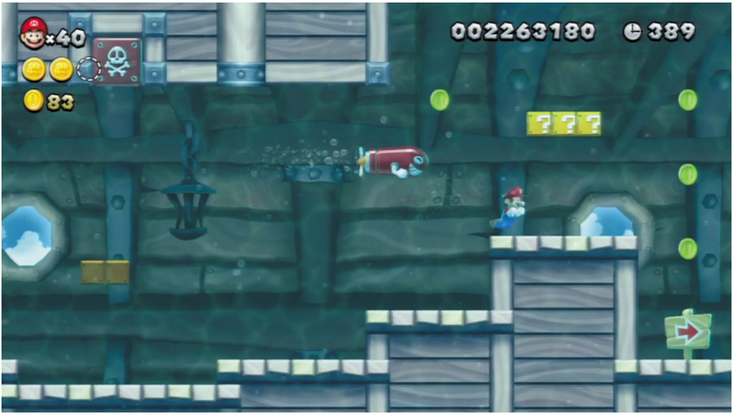


You don’t have much time to claim this first Star Coin. Rush to the rope ladder that leads down to the Coin, then drop from the ladder to quickly fall onto the Star Coin. Now hurry and climb the ladder to escape before the screen scrolls!

STAR COIN 2

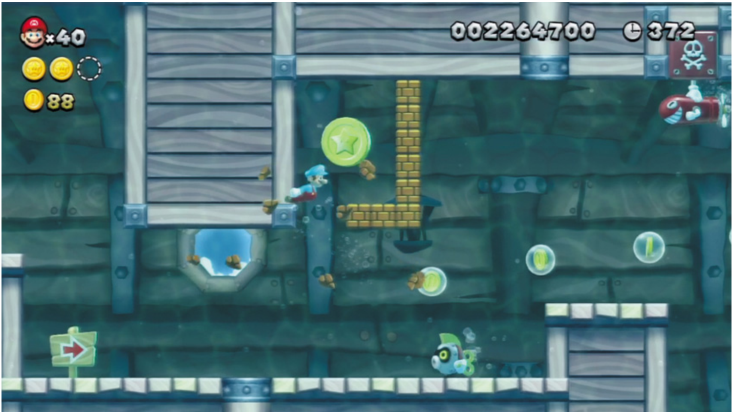


While jumping on the Nut below the second Star Coin, aim to bounce off a Cannonball. This gives you the extra height that you need to collect the Star Coin.

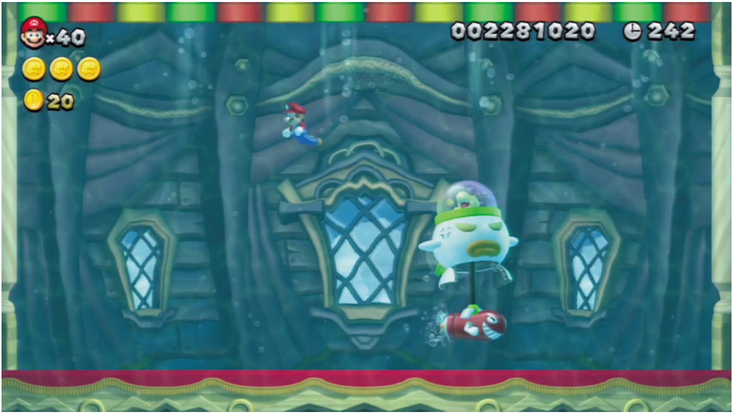


Beware of Targeting Teds as you swim through the Mighty Cannon Ship’s waterlogged hull. They’ll change direction and zip after you, destroying anything they strike—including valuable ? Blocks!

STAR COIN 3



Hurry and smash through the Brick Blocks that surround the third Star Coin, then collect it before a Targeting Ted comes along and makes matters more difficult.



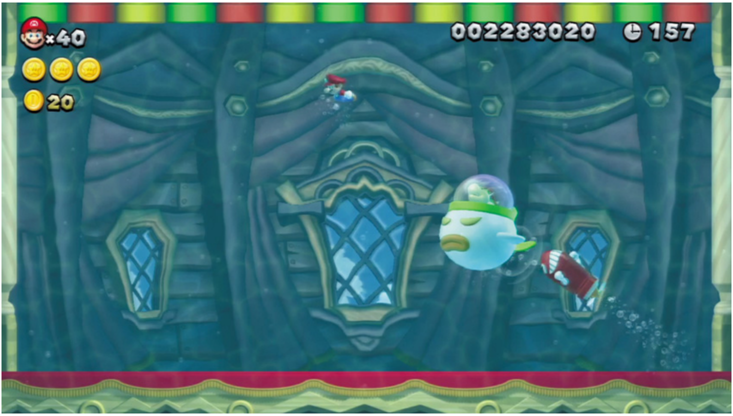
That bite-sized brat, Bowser Jr., must be battled at the end of the Mighty Cannon Ship. Bowser Jr. unleashes Targeting Teds throughout this frantic fight—swim around Bowser Jr., and try to lure those Targeting Teds into striking his ship!

Caution

Watch out for the overhead Jet Pipes—they can mess up your maneuvers!

Caution

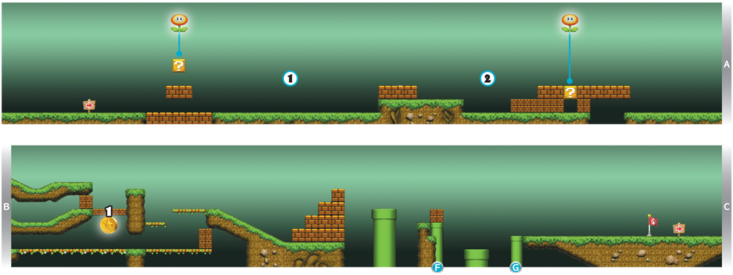
Each time Bowser Jr. is hit by a Targeting Ted, a barrage of Torpedo Teds will come flying across from either the sides or top and bottom of the area.

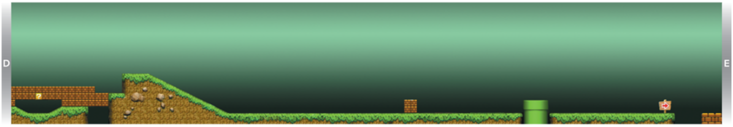


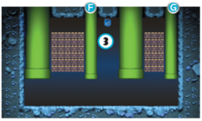
Blasting Bowser Jr. is easy once you discover the trick: Simply swim past Bowser Jr. while he's preparing to launch a Targeting Ted, and try to stay above him. The Targeting Ted will then fly into Bowser Jr. after making its first turn! Blast Bowser Jr. with three Targeting Teds to sink the little loudmouth and open the way to the Soda Jungle.

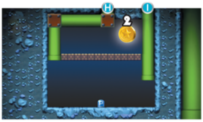
Soda Jungle 1

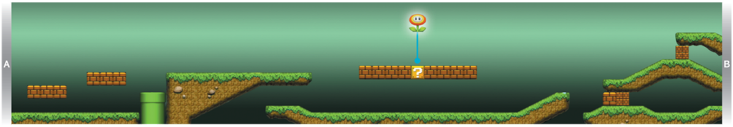
Jungle of the Giants

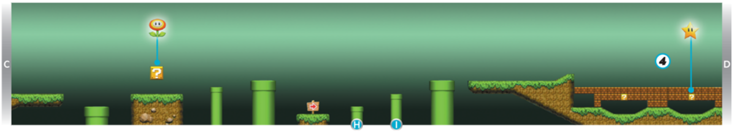


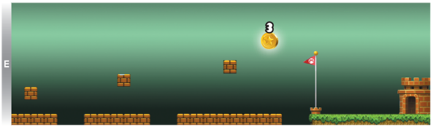


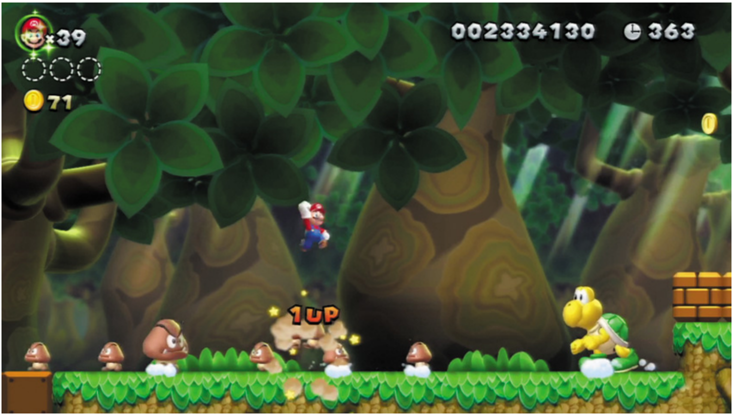








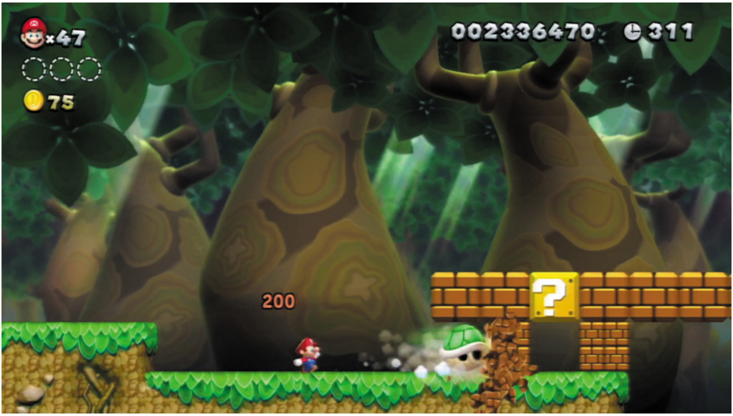




Hungry for 1-Ups? This is a perfect place to rack them up! Simply hold the jump button and bounce off the many Big Goombas here, and just keep bouncing off the Big Goombas as they divide into Hefty Goombas and regular Goombas. Bounce off all of the various Goombas without touching the ground, and you'll score a ton of 1-Ups!

Tip

Whenever you need 1-Ups, revisit this stage and bounce off this first group of Big Goombas again. After collecting plenty of 1-Ups, go ahead and allow Mario to be defeated—you'll loose one of the lives you've just worked for, but you won't have to play through the entire level again!

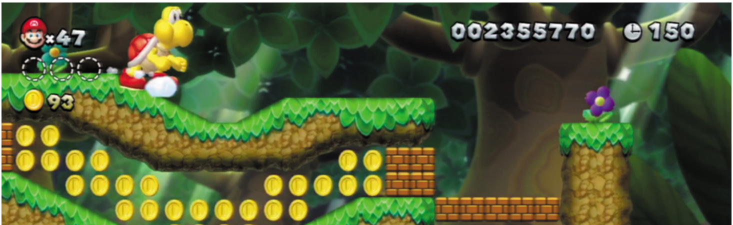


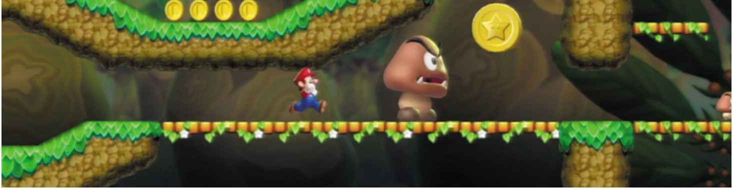
Stun the Koopa near this Point, then send its shell flying into the smaller Brick Blocks to the right. It'll smash straight through them, allowing you to hit the ? Block here.

Caution

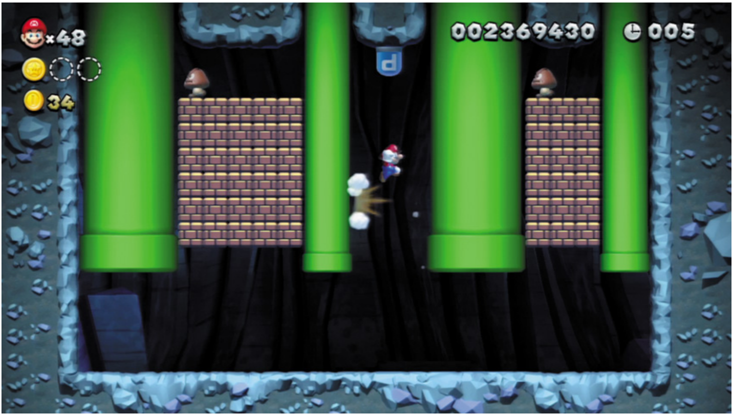
Koopa shells will rebound off the jungle's big Brick Blocks after breaking them. Be prepared for this!

STAR COIN 1



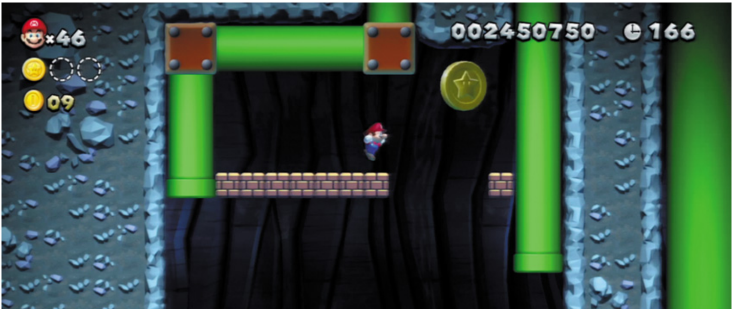


Kick the Koopa shells to smash the Brick Blocks near this Star Coin, then simply strut over and snag it. Stylin'!



Use a Koopa shell to smash the Brick Blocks that cover the Warp Pipe that leads to this secret cavern. Wall jump up to the P Switch down here, and it will change all of the cavern's Brick Blocks into precious Coins! Cram your pockets full of Coins before heading back up to the surface.

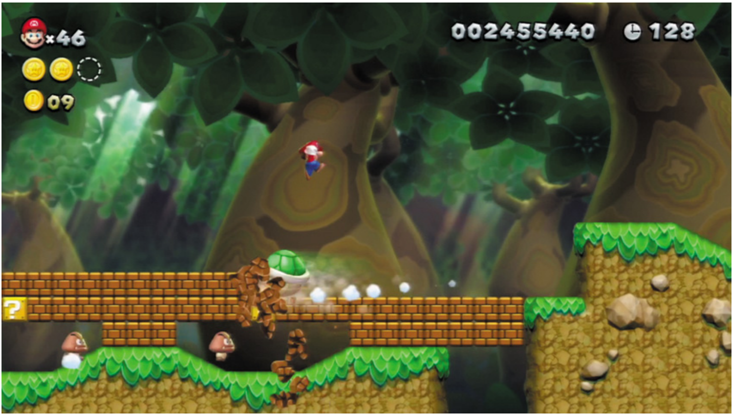
STAR COIN 2



Defeat the Big Koopa that guards the Warp Pipe that leads to this second underground cavern. Hit the P Switch down here to turn the overhead Brick Blocks into Coins, but collect only some of the Coins, so that when they change back to Brick Blocks, you'll be able to wall jump onto the Brick Blocks and reach the Star Coin.

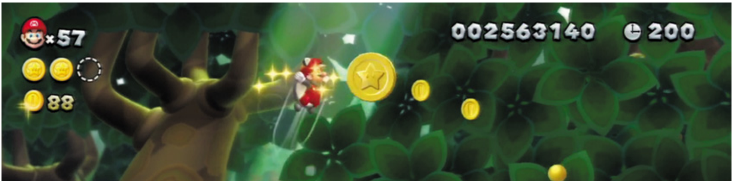
Tip

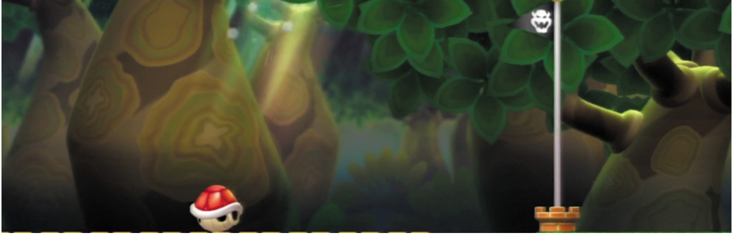
You can also bounce off the Big Goombas or wall jump off the right Warp Pipe to reach the Star Coin.



Stun the Koopa that strolls along the Brick Blocks here, then send its shell flying to the right. It'll bounce off the wall and clear away the Brick Blocks, allowing you to claim a Super Star from the central ? Block below!

STAR COIN 3





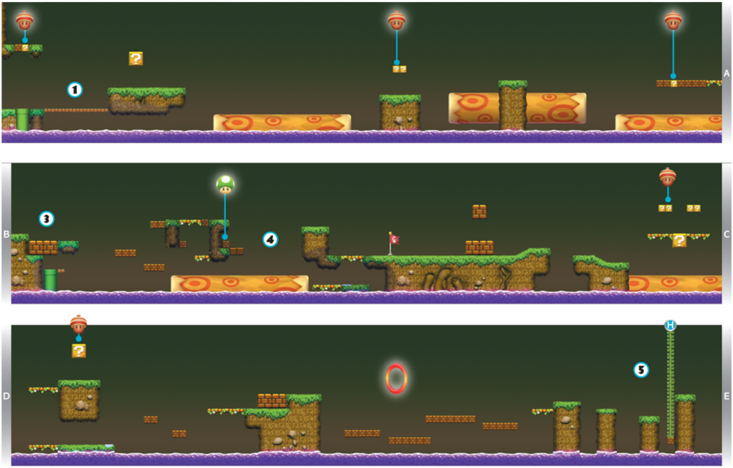
Grab the Super Star at Point 4, then dash full speed toward this final Star Coin. Leap up the last trio of Brick Blocks without pausing, and you'll soar up to collect the Star Coin. Your Star power will also cause you to defeat the Koopas on the Brick Blocks when you touch them!

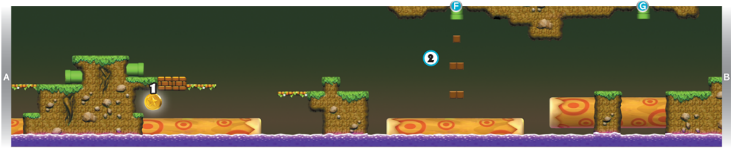
Tip

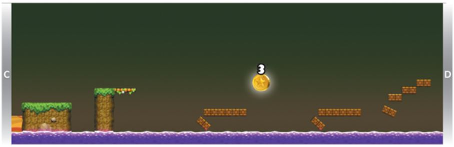
If leaping up to the final Star Coin is proving too difficult, try revisiting this stage as Flying Squirrel Mario so you may simply flying squirrel jump up to the Coin.

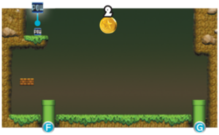
Soda Jungle 2

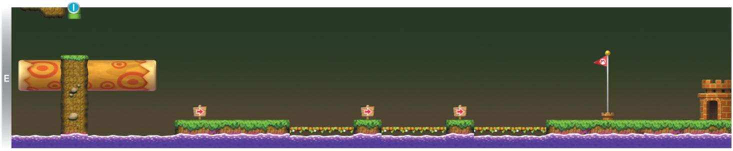
Bridge Over Poisoned Waters

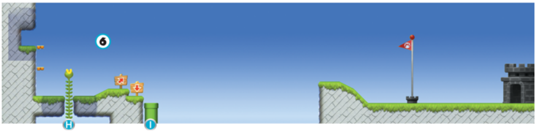


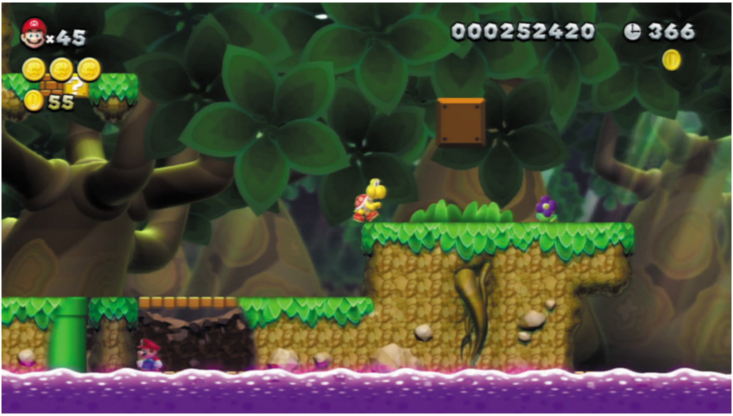






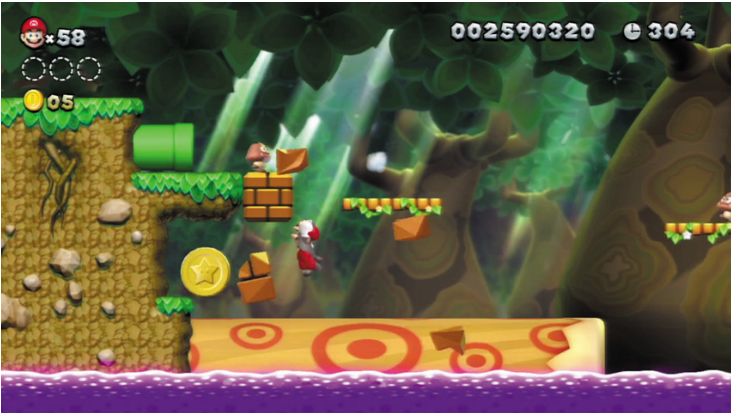




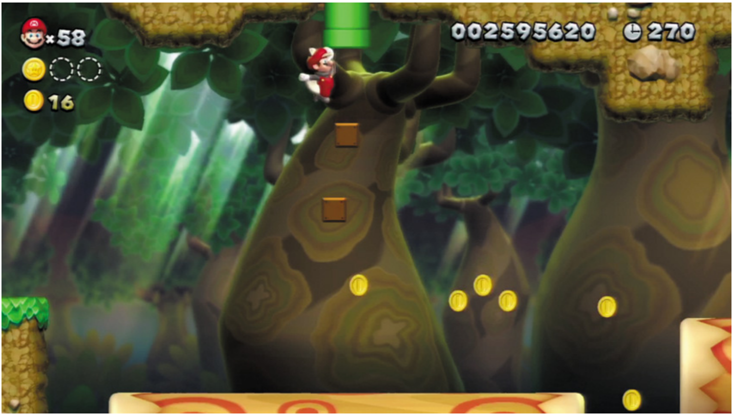


Press down to enter a secret Pipe Cannon here that rockets you up to the ? Block above the starting point. You can discover this hidden Pipe Cannon by carefully dropping from the very first ledge so that you land on the bridge to the left of the first rolling log, which is just barely visible.

STAR COIN 1

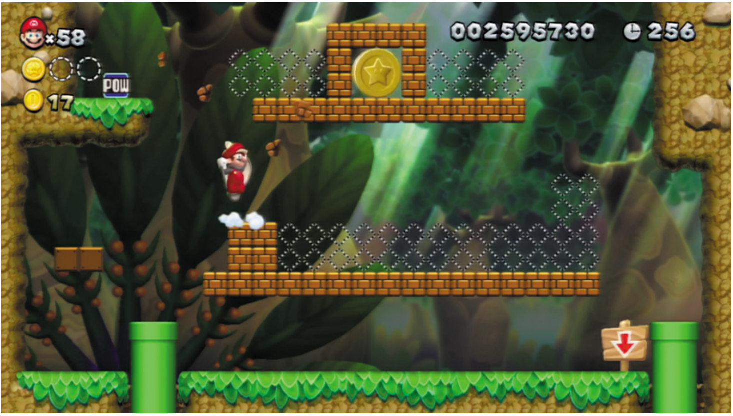


Carefully collect this first Star Coin without tumbling off the rolling log. One dip into that Poison Bog, and it's back to the World Map you go!



Jump up and strike some hidden Blocks above this log, then use the Blocks as platforms to help you enter the high overhead Warp Pipe.

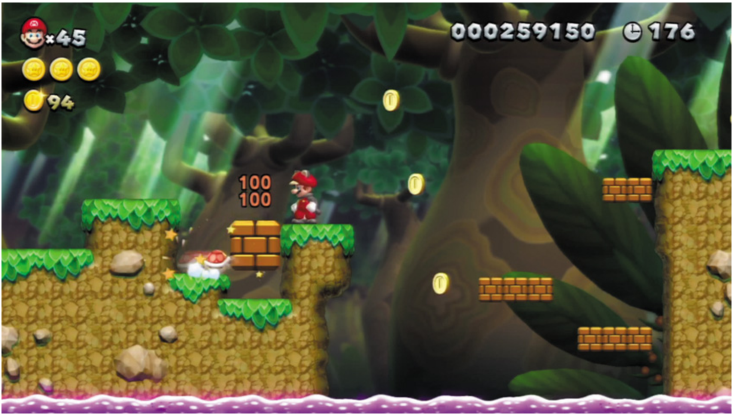
STAR COIN 2



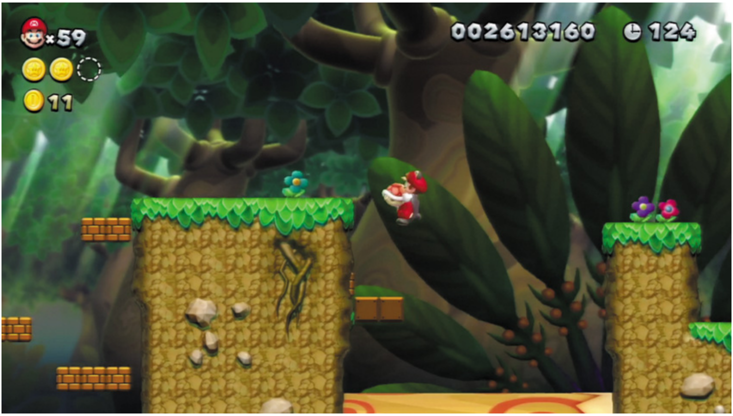
Flying Squirrel Mario can simply flying squirrel jump up and claim this second Star Coin—but there's another way to reach it. First, bump the nearby Brick Blocks to discover a P Switch. Hit the P Switch to change the room's Coins into Brick Blocks, then quickly run through the Hidden Coins to change them into Brick Blocks as well. Now jump up to the POW Block above, and toss the POW Block to bring the Star Coin crashing down!

Tip

Once you've reached the POW Block, wait for the P Switch effect to wear off, then throw the POW Block to make all of the Coins fall, along with the Star Coin!

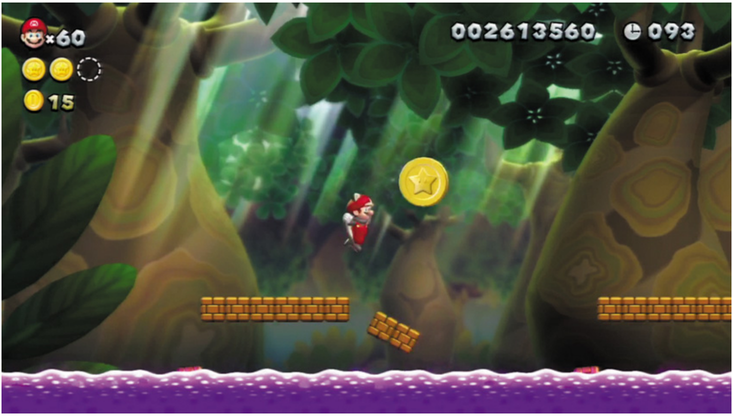


Ground pound the left of the two Blocks here, then stun a Koopa and throw its shell between the remaining Coin Block and the wall. The shell will eventually destroy the Coin Block, allowing you to drop into a hidden Pipe Cannon below!

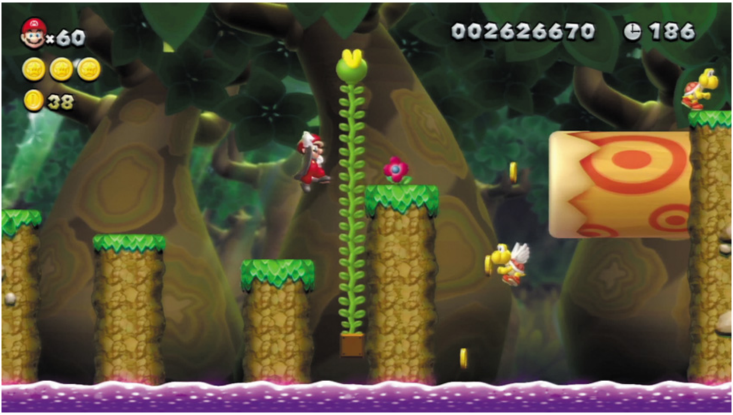


Explore a couple of hidden caves near this Point. Stand near the left cave's right entrance, and jump up to bump a pair of hidden Blocks. Toss a Koopa shell onto these Blocks. It will strike a hidden Block to the left, causing a 1-Up Mushroom to pop out!

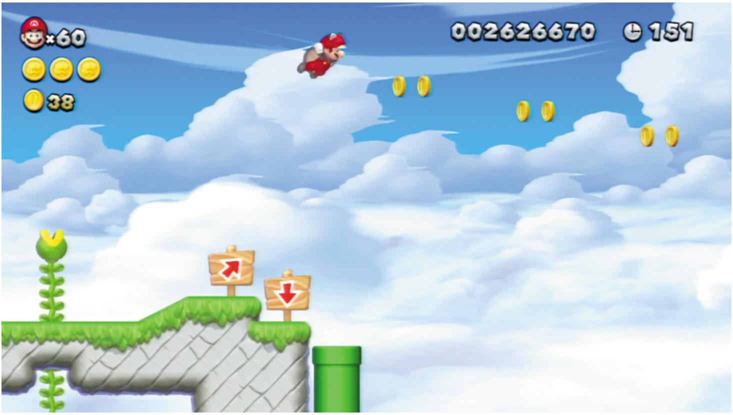
STAR COIN 3



Beware of the treacherous Brick Blocks below the third Star Coin—they periodically dip into the Poison Bog, along with the Star Coin. Flying Squirrel Mario has an easier time of collecting this final Star Coin without taking an unexpected plunge.



Use a Koopa shell to strike the low Brick Block near the Poisoned Bog here. A tall Beanstalk will sprout up from the Vine Block, leading up to a secret area!



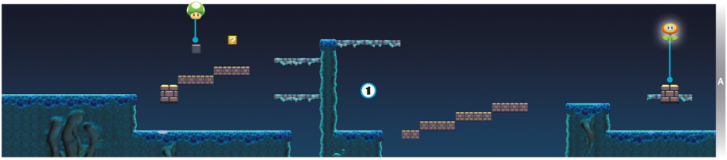
Climb the Beanstalk at Point 3 to reach this secret area. As Flying Squirrel Mario, jump up the tiny platforms near the Beanstalk to reach a hidden ledge. Jump from the ledge and glide across the long gap to the right to discover a secret exit beyond! Complete this stage using this secret exit to make a shortcut appear on the World Map that leads all the way around the Soda Jungle's eerie forest.

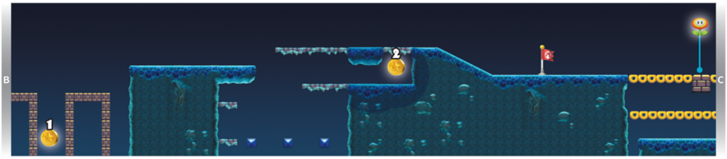
Tip

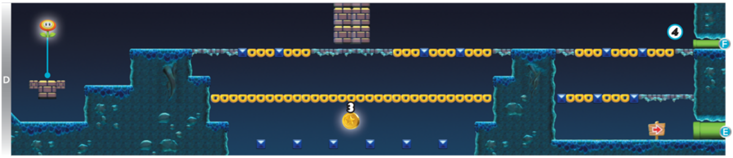
If you can't glide across the chasm as Flying Squirrel Mario, use the nearby Warp Pipe to return to the main level and complete the stage using its primary exit.

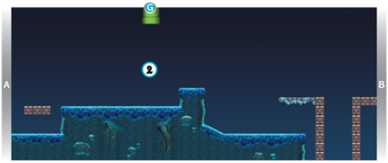
Soda Jungle 3

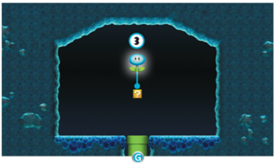
Bramball Woods

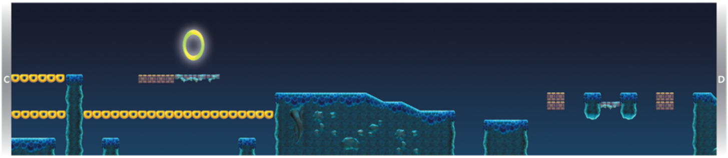


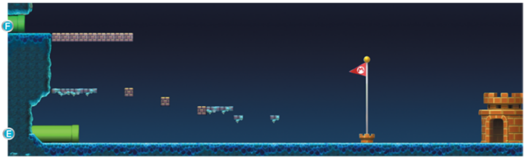


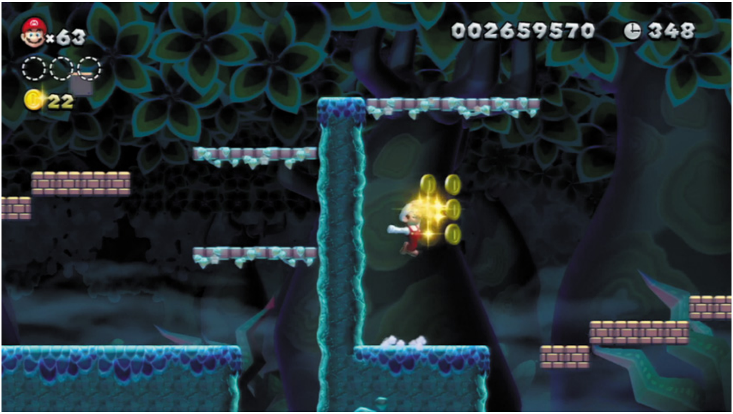








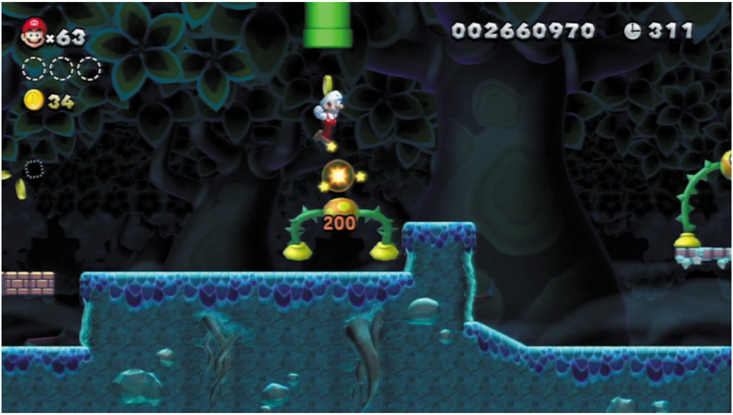




These dark woods hide many secrets. For starters, move onto this ledge, and several bonus Coins will appear.

Tip

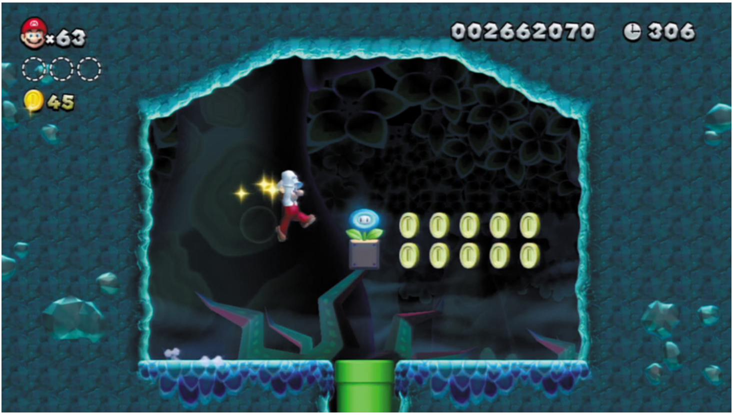
Stomp the heads of the freaky Bramballs in this stage to defeat them. If you jump up and hit them from below, they'll reverse direction and give you some Coins.



Bounce off a Bramball to bound up and enter the overhead Warp Pipe here.

Tip

Look closely and you'll see that Bramballs sometimes flash and become Fruit for a brief time. Hit them while they're in Fruit-form, and you'll score some bonus Coins!

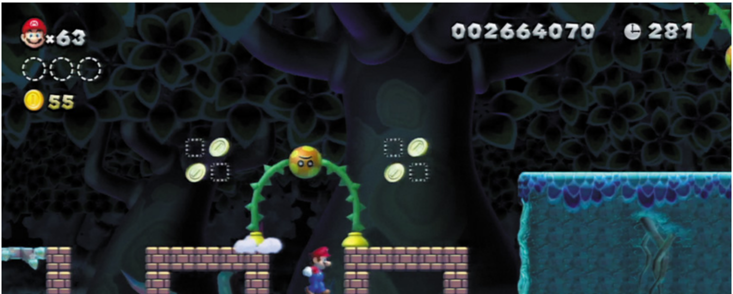


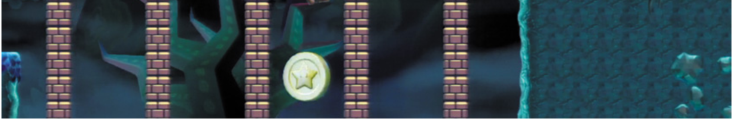
Enter the overhead Warp Pipe at Point 2 to reach this small cavern, where a ? Block provides you with an Ice Flower.

Tip

Freeze Bramballs with iceballs to turn them into slippery platforms! You can also defeat Bramballs easily by freezing and smashing them.

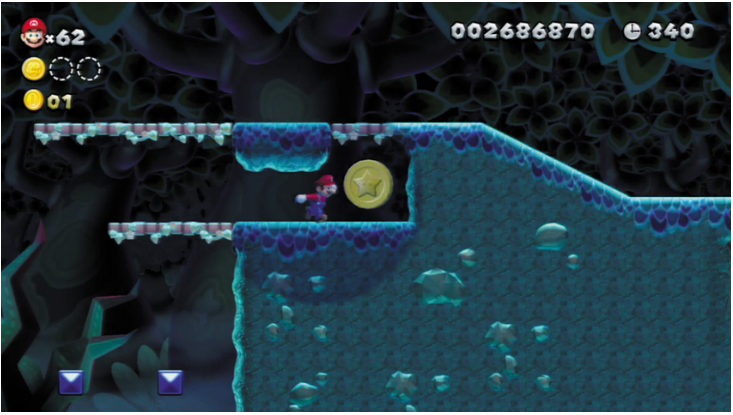
STAR COIN 1





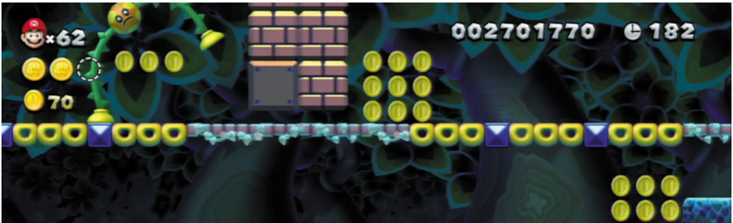
Fall into this pit and collect the Star Coin, then quickly wall jump up and out to safety. It helps to defeat the roaming Bramball here before going after the Star Coin.

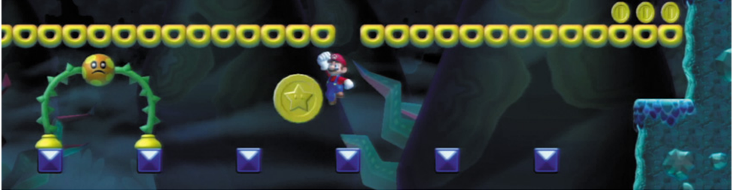
STAR COIN 2



The second Star Coin is stashed here, inside a hidden cave. Bounce off the Bramball in the pit to the left of this Star Coin to reach the ledge that leads into the cave, or simply freeze the Bramball and use it as a platform (if you obtained the Ice Flower at Point 3).

STAR COIN 3

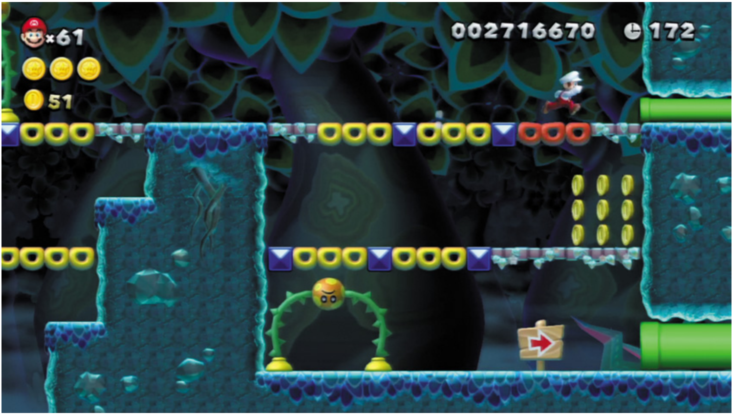




Stand on the Falling Blocks above the third Star Coin, and allow them to fall as you carefully make your way down to this final prize.

Tip

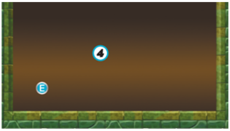
Run along the Donut Blocks above the third Star Coin and try to defeat the patrolling Bramball by simply stepping on its head when the head briefly pokes up above the Donut Blocks.

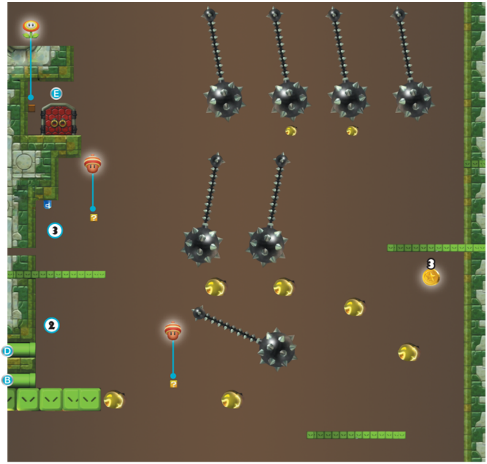


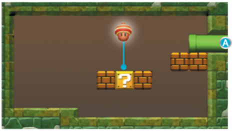
Visit this stage as Mini Mario to enter a tiny Warp Pipe that lies near the end of the stage. The Warp Pipe just leads to the Goal Pole, but you emerge on a higher level, making it easier to reach the top of the Goal Pole!

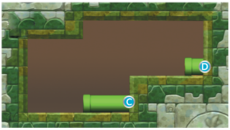
Soda Jungle Tower

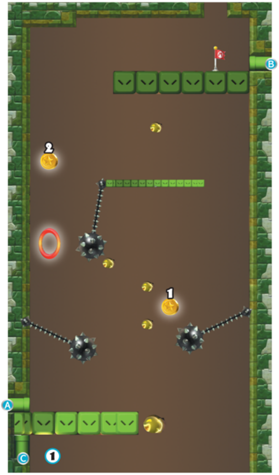
Snake Block Tower

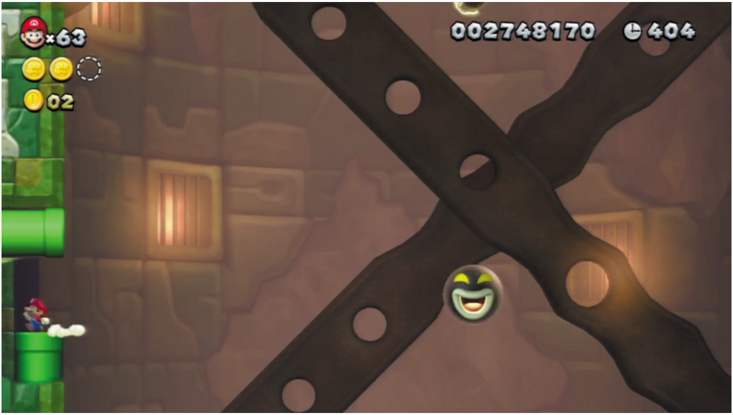






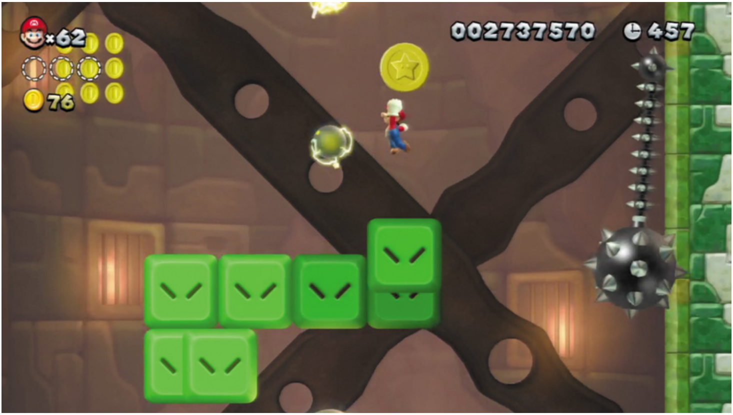






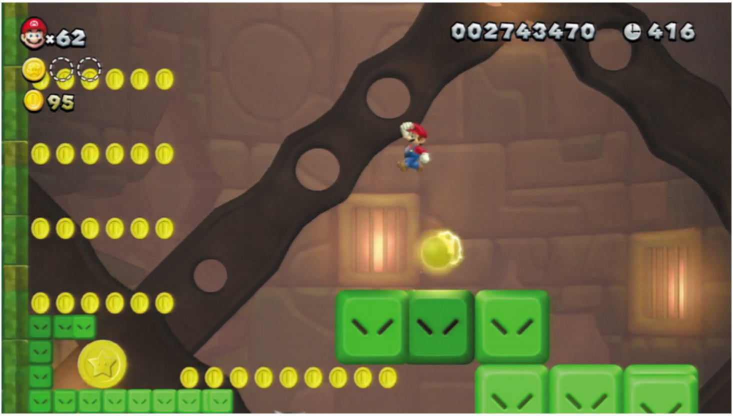
Riding the Snake Block up this tall tower isn't easy. If you happen to fall, try to slide along the tower's left wall. This gives you a chance at landing on this hidden Warp Pipe, which lies just below the tower's entry Warp Pipe. The hidden Warp Pipe provides a serious shortcut through the tower—but you'll miss the first two Star Coins if you use this sneaky route!

STAR COIN 1

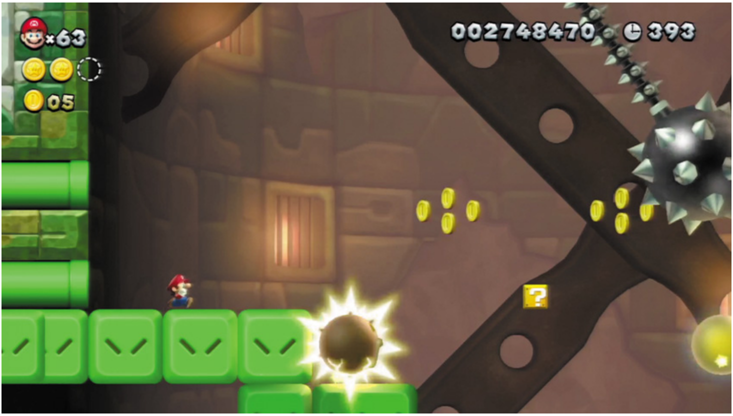


Stay close to the front of the Snake Block as you near the first Star Coin. You can simply leap up and grab it. There's just enough space to stand between the Amp and Spinner that surround the Coin.

STAR COIN 2

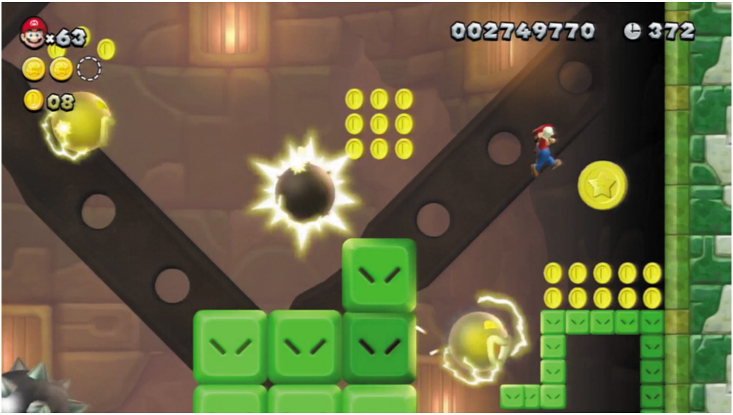


When you see a smaller Snake Block to the left, hurry and jump onto it. Get on that small Snake Block quickly, and you'll have just enough time to jump up and grab the second Star Coin! Jump back onto the big Snake Block after collecting this prize.

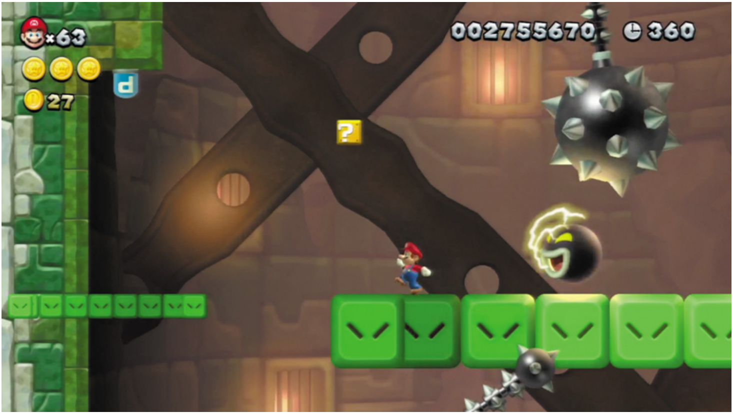


Duck into the hidden Warp Pipe at Point 1. You'll emerge all the way up here. You'll miss out on collecting the first two Star Coins if you take this shortcut, but you'll also have less trouble reaching the top of the tower.

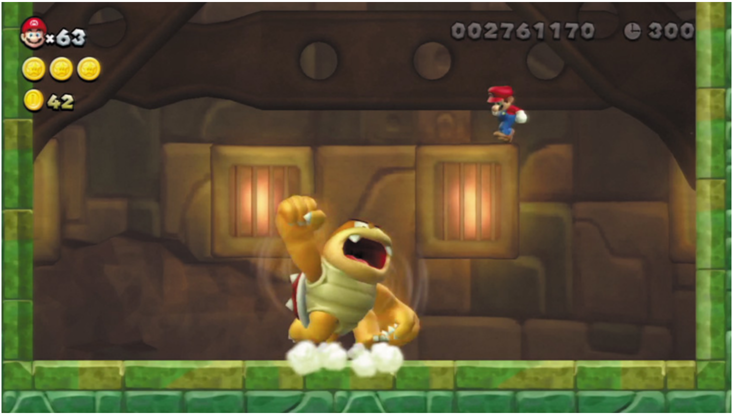
STAR COIN 3



Leap over to the small Snake Block that appears near the third Star Coin. You don't need to rush over to this Snake Block like you do when going after the second Star Coin—but don't wait too long, or you'll miss your chance!



Jump onto another small Snake Block here, then leap up and strike the overhead P Switch before the Snake Block disappears into the tower's left wall. This causes Blue Coins to appear, which sway back and forth, allowing you to collect them while avoiding the Spinners.



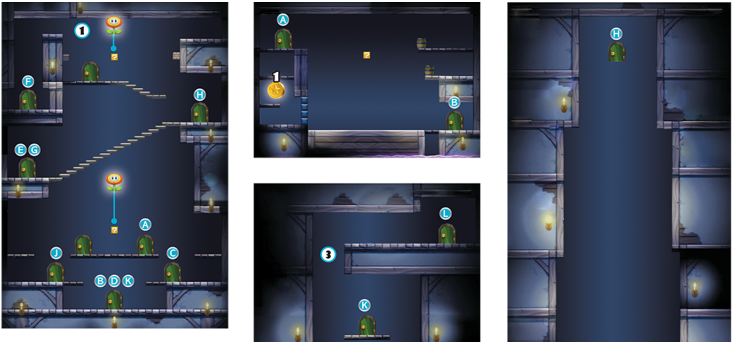
Once again, you must battle Boom Boom at the tower's apex, but beware—Magikoopa's meddling makes the brute much larger than before! It isn't easy stomping this overgrown version of Boom Boom, but wall jumping off the room's outside walls gives you extra height that makes your task a little easier.

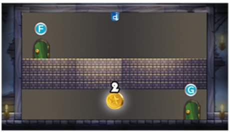
Tip

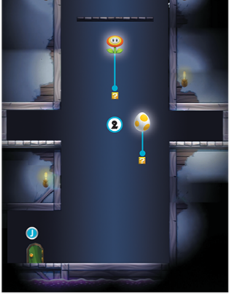
Grab the Super Acorn from the hidden Block that's just outside Boom Boom's door, and you'll have an easier time stomping him!

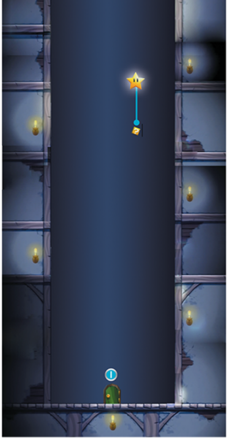
Soda Jungle Boo House

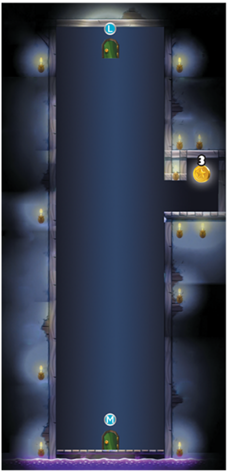
Which-Way Labyrinth

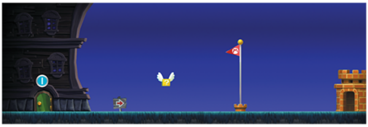


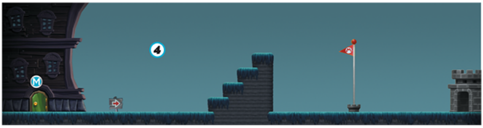


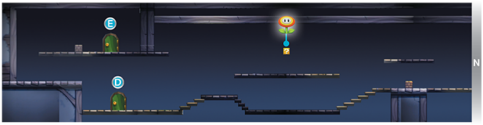


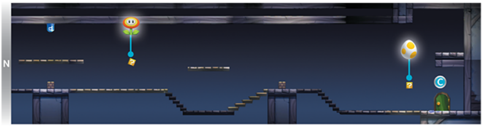








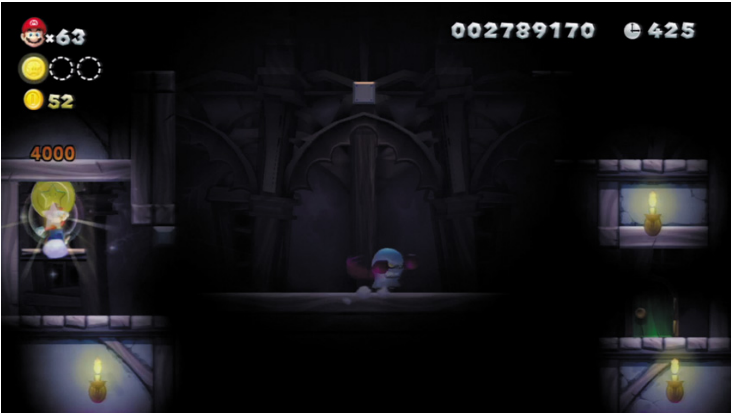




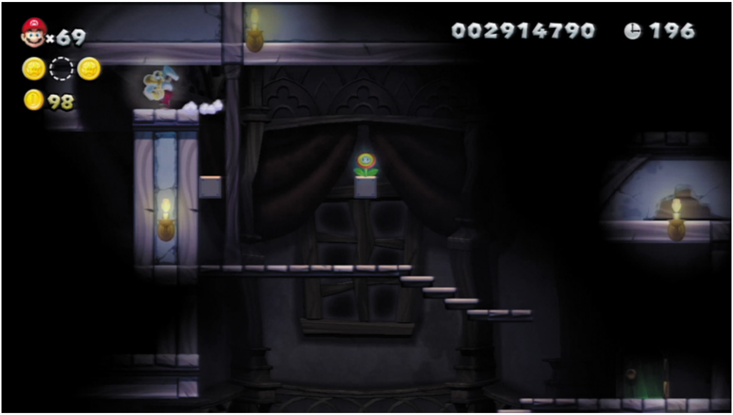
Tip

Make good use of Glowing Baby Yoshi in this level. Use him to light up dark areas and repel enemies!

STAR COIN 1

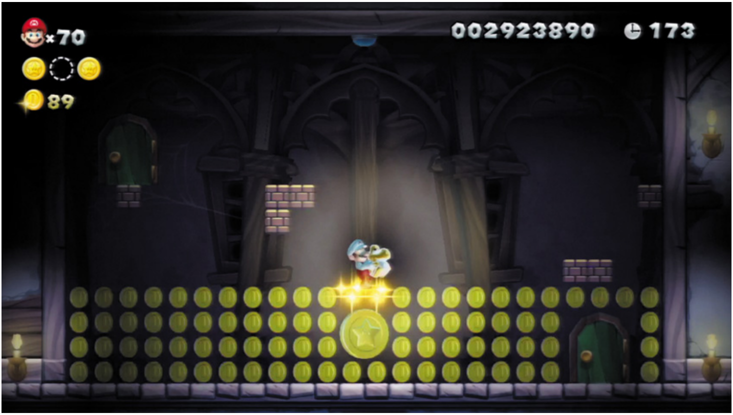


The first Star Coin is kept in a nook here, and is guarded by a ferocious Broozer. Lure the Broozer into smashing through the wall, then dodge or stomp the Broozer so that you may enter the nook and collect the Star Coin.



Stand near the left wall here, jump up, and you'll bump a hidden Block. Jump onto the Block afterward, then leap through the false top portion of the left wall. You'll pass through the wall and land near an important door that leads toward the second Star Coin.

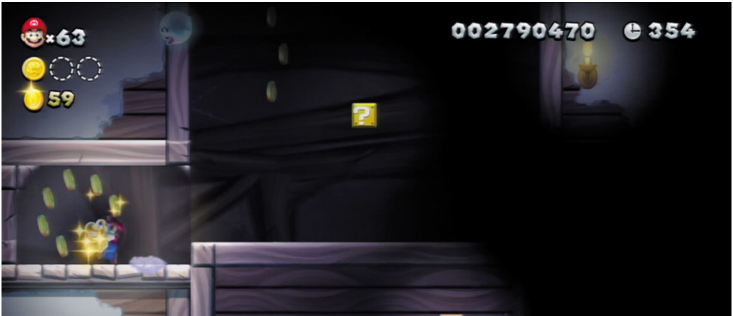
STAR COIN 2

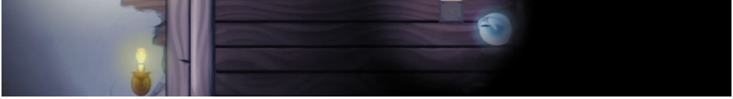


Leap up and hit the P Switch on the ceiling above the second Star Coin. All of the room's Brick Blocks become Coins. Grab as many Coins as you can while working your way down toward the Star Coin below. When the P Switch's effects wear off, the low Brick Blocks will revert back to Coins—grab them all, along with the Star Coin!

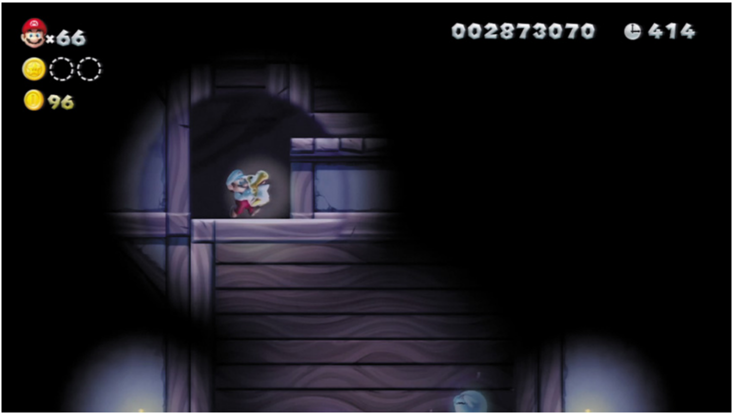
Note

Due to the confounding nature of the Which-Way Labyrinth, it's impossible to collect all three Star Coins in one run. Collect the first two Star Coins during your first visit, then finish the level and return for the third Star Coin. You'll want to beat the stage twice anyway, so that you can discover both of its exits!

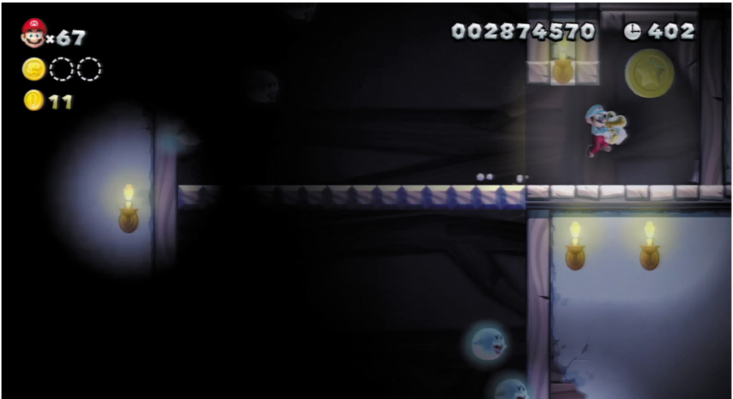




While riding up the crate in this tall chamber, search the two hidden nooks to the left and right of this Point to discover some bonus Coins. Good stuff!



Allow this room's rising crate to ferry you up through the false ceiling here, and you'll discover a hidden door that leads toward the third Star Coin. This hidden door also leads you to the stage's secret exit!



Pass through the false ceiling at Point 2 to reach this room, where the final Star Coin is kept. The floor vanishes shortly after you enter this room, dropping you down to a lower floor. This lower floor also vanishes after a brief moment, dropping you onto an even lower floor. When you land on the lowest vanishing floor, quickly dash through the false wall on the right to discover a hidden nook that contains the final Star Coin.

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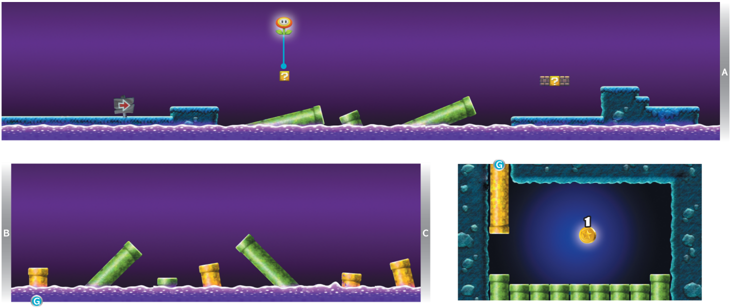
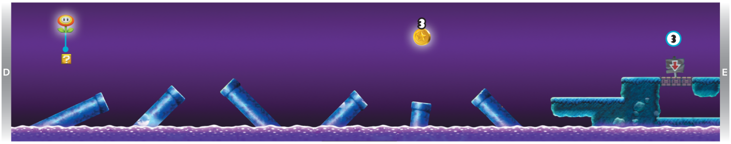
379

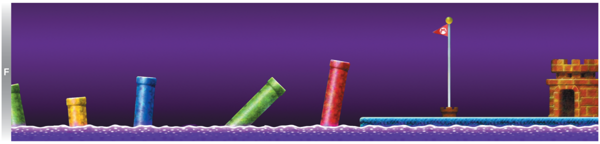
After collecting the third Star Coin, pass through the door at the bottom of the room to discover this stage's secret exit. Complete the Which-Way Labyrinth using this secret exit, and you'll unlock Soda Jungle's secret stage!

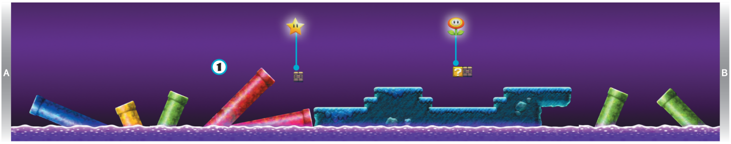
Soda Jungle 4

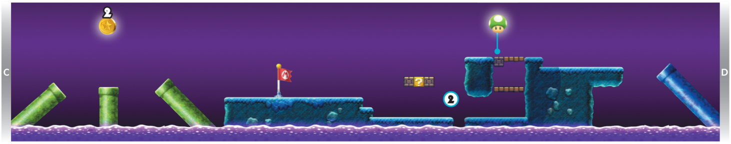
Painted Swampland

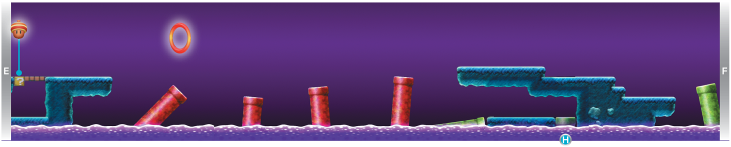


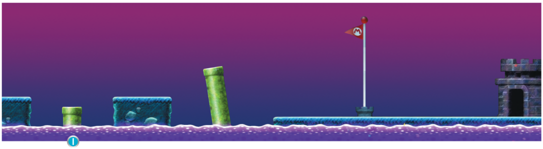


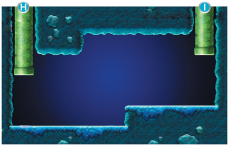


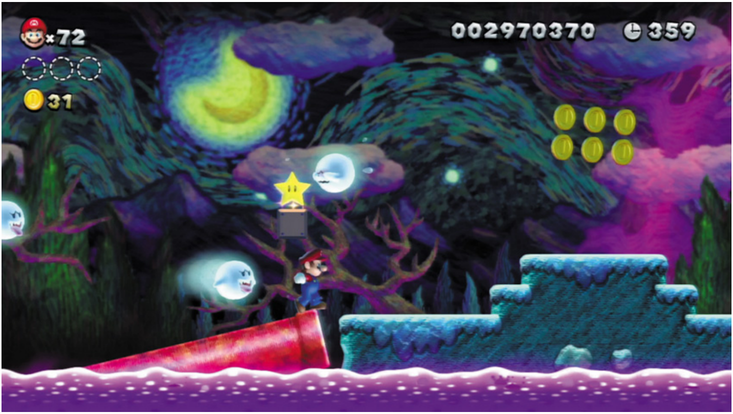






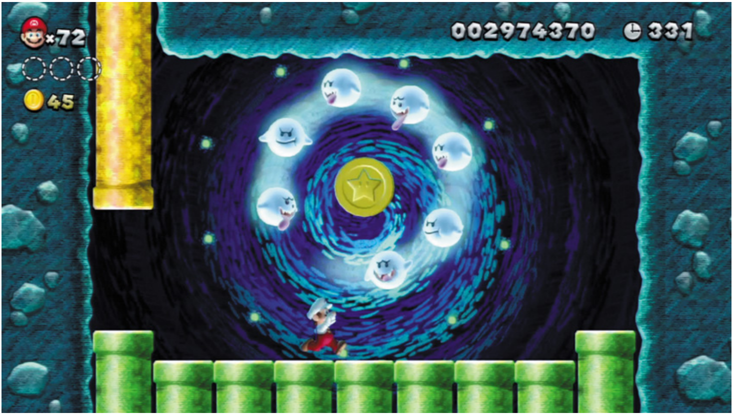






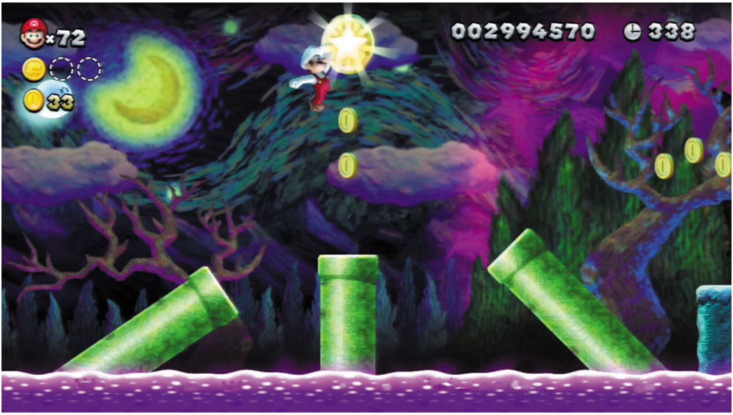
Pause on this red Pipe and allow it to lower into the Poison Bog. Have no fear—the Pipe won't completely sink. After it comes to a stop, you'll be able to bump the nearby Brick Block from below and score a Super Star!

STAR COIN 1



Slip into a yellow Warp Pipe to visit this underground cavern, where the first Star Coin is kept. Stand beneath the Star Coin and jump up with proper timing, aiming to pass through the gap in the circling Boos. This Star Coin is easier to grab if you're still enjoying Star power from the Super Star at Point 1, for the Boos will be banished if they bump you.

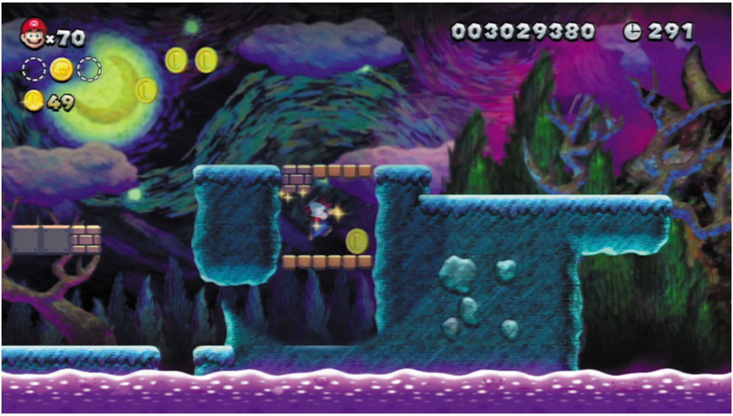
STAR COIN 2



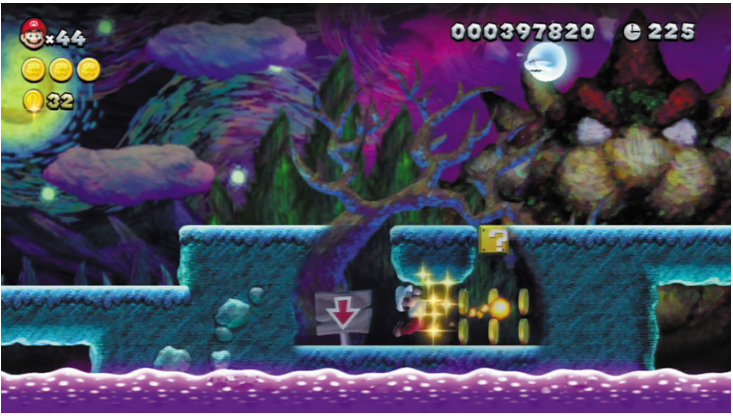
Be careful! The Pipes beneath the second Star Coin slowly sink under Mario's weight! Run and jump from the left or right Pipe before it sinks too far, and snag the Star Coin. Just make sure to stick the landing afterward!

Note

You must find this stage's secret exit in order to advance along the World Map. Discovering the normal exit causes a World Map path to appear that loops around and leads you back the way you came.

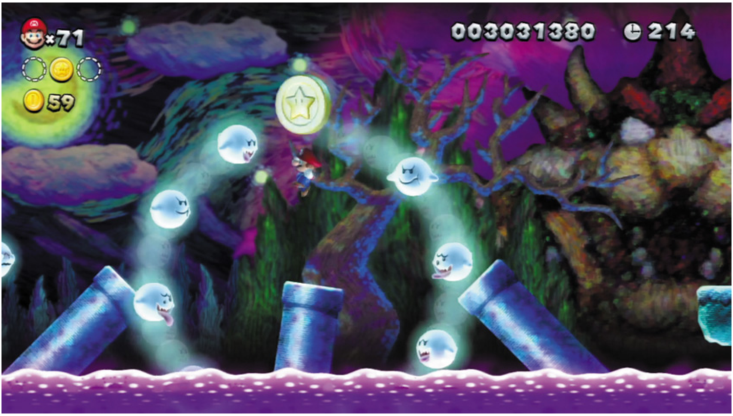


Dash straight across the small gap here. Your momentum will carry you into a hidden cave beyond. Jump up and strike the Brick Block you find inside the cave, and a 1-Up will be your prize!



Ground pound the ground near the arrow sign here to smash into a hidden area where Coins and a Super Acorn are found.

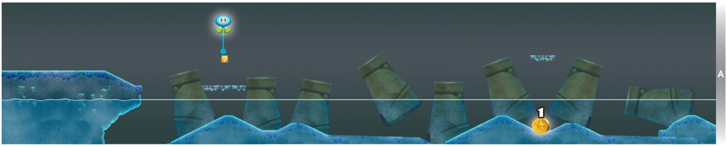
STAR COIN 3

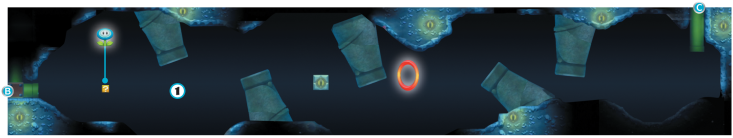


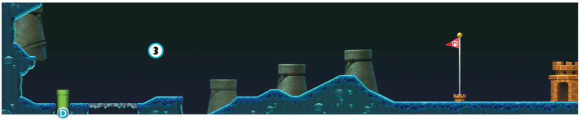
The Pipes beneath this final Star Coin won't sink into the Poison Bog, but the circling Boos present a pesky obstacle. Carefully jump through the Boos and land on the Pipe that's directly beneath the Star Coin, then wait for your chance to leap up and grab it. If you time it right, you can jump up, grab the Star Coin, and land safely on the center Pipe without touching the Boos.

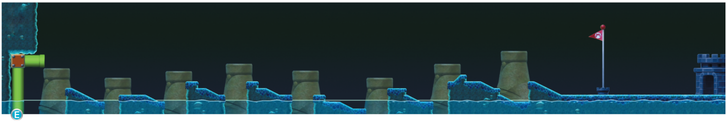
Soda Jungle 5

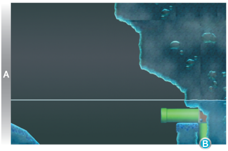
Deepsea Ruins

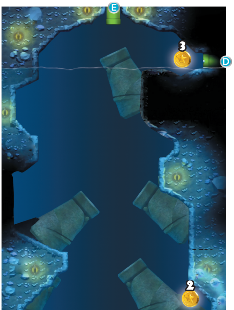


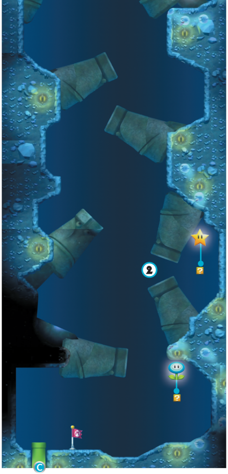




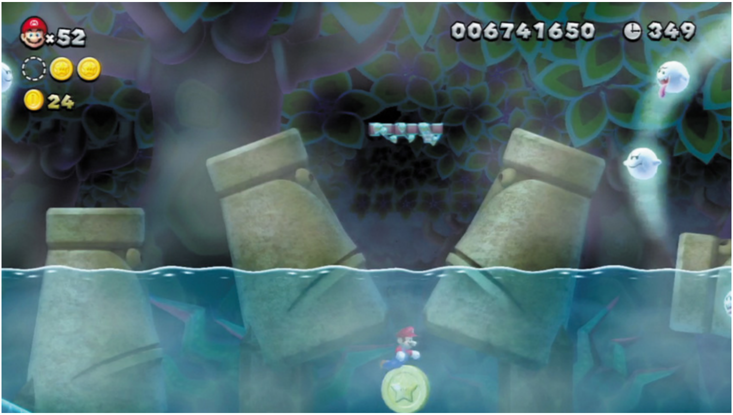




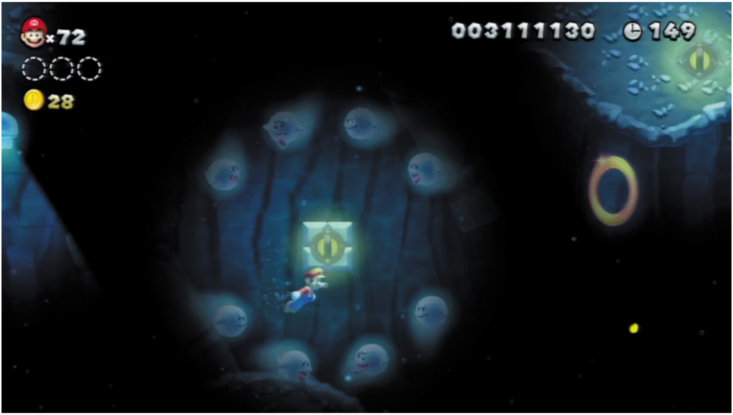




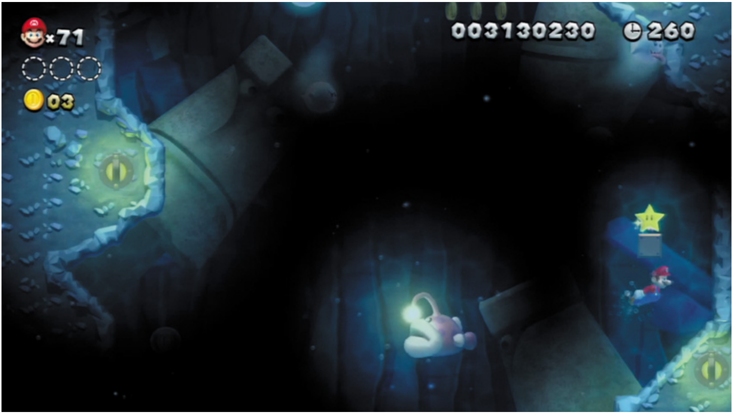
STAR COIN 1



Dive underwater and grab the first Star Coin, but be careful not to sink too far!

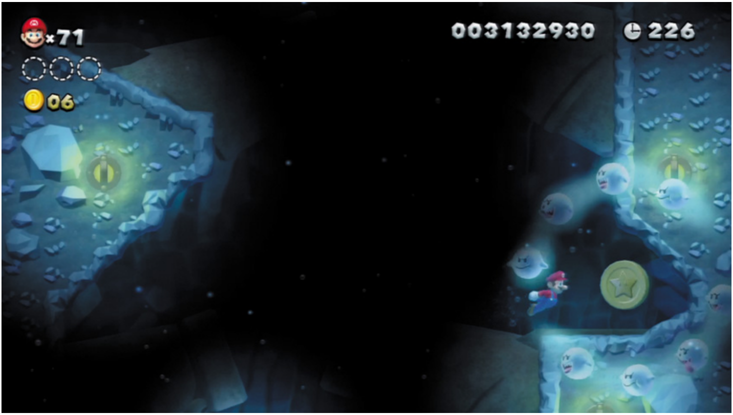


Beware the Fish Bones and Boos as you swim through this deep, dark ruin. Hurl iceballs to freeze the Fish Bones, and do your best to avoid the Boos.



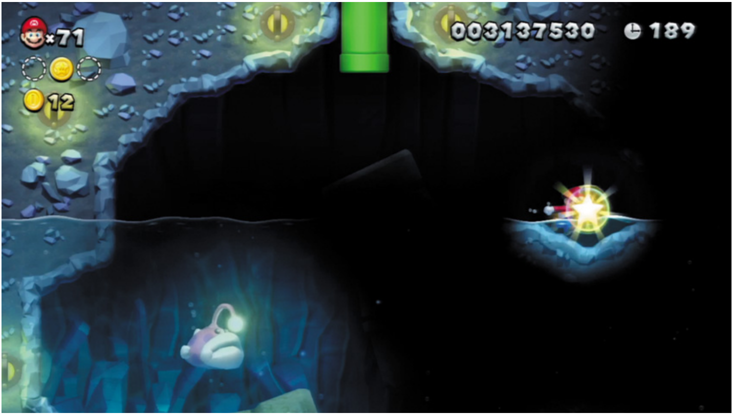
Collect the Super Star from the ? Block here. Your surroundings are at last illuminated!

STAR COIN 2

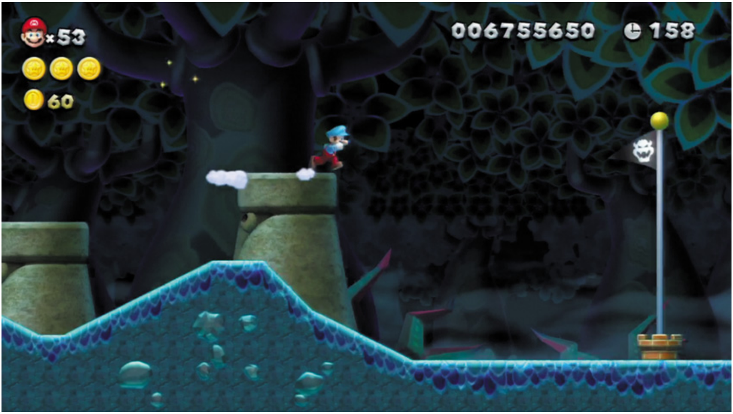


Allow the Stone-Eye statue near this Star Coin to sink, then slip past the ring of Boos and carefully collect the Star Coin.

STAR COIN 3



The third Star Coin is tucked away in this dark corner—claim it after the nearby Stone-Eye statue sinks. Then either jump up and enter the overhead Warp Pipe to proceed to the normal exit, or slip into the right Warp Pipe to advance to this stage's secret exit.



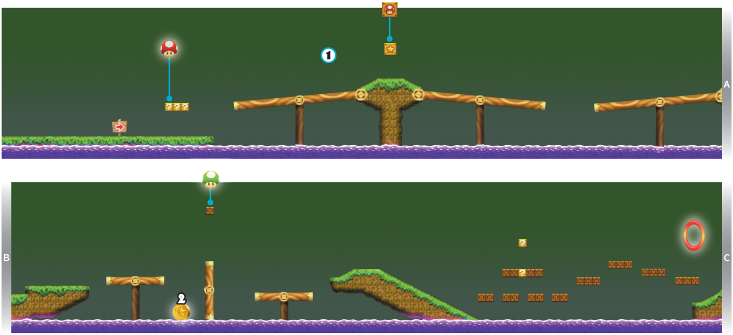
Complete the Deepsea Ruins via this alternate exit to reveal a hidden path on the World Map. Cool!

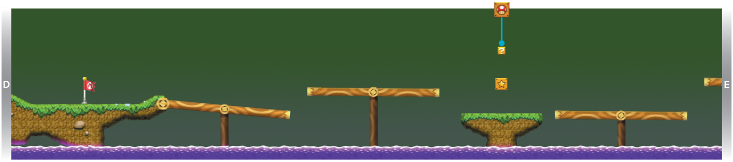
Note

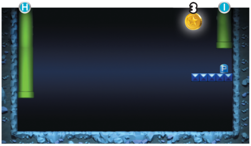
You must find this stage's secret exit in order to advance along the World Map. Discovering the normal exit causes a World Map path to appear that loops around and leads you back the way you came.

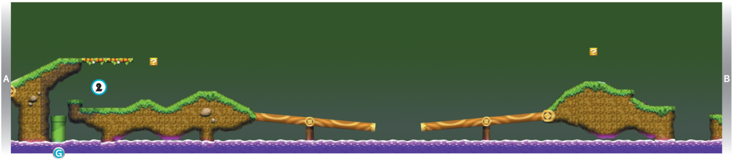
Soda Jungle 6

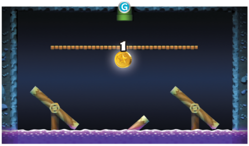
Seesaw Bridge

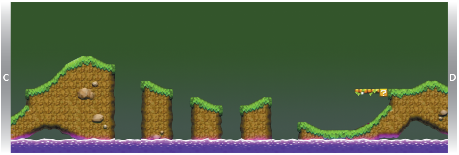


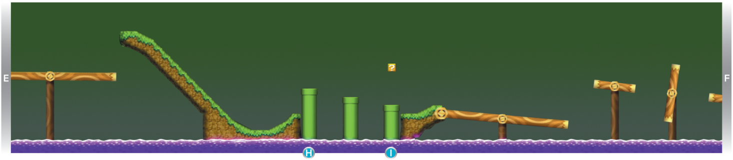


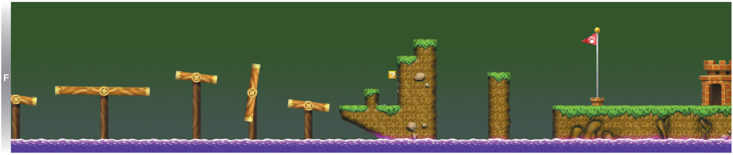


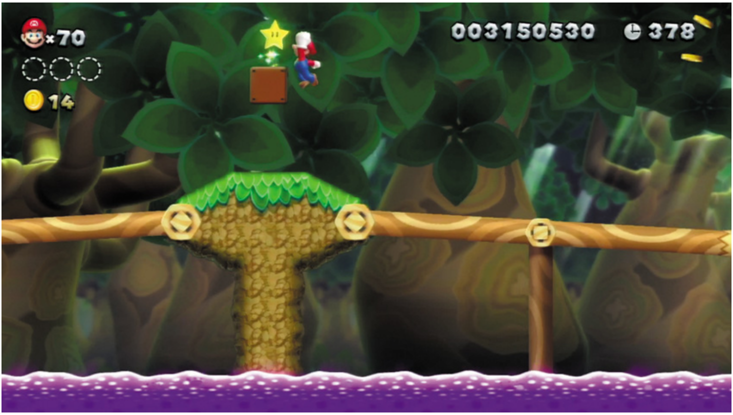












If you're lucky enough to obtain a Super Star from this Roulette Block, you'll have a chance at maintaining Super Star power throughout this stage. This is because other ? Blocks in this level will give you Super Stars instead of Coins if you hit them while you're supercharged by a Super Star.

Tip

Use a Super Star before entering this stage, and you won't need to test your luck with the Roulette Block at the start.

Caution

Even Super Star power won't save you from that icky Poison Bog. Don't even try it!

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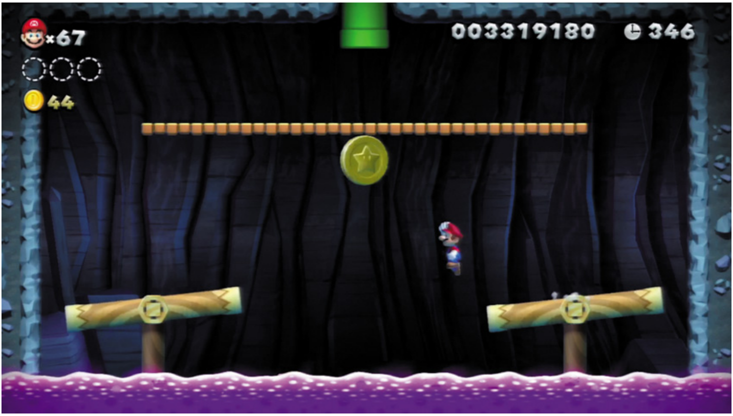
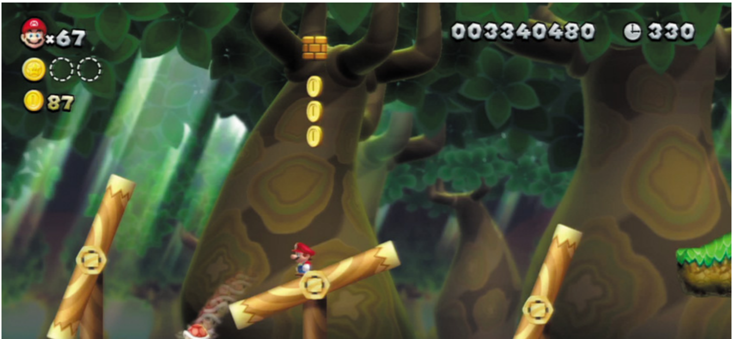
Pass through a false wall here to discover a hidden Warp Pipe. Sneaky!

STAR COIN 1



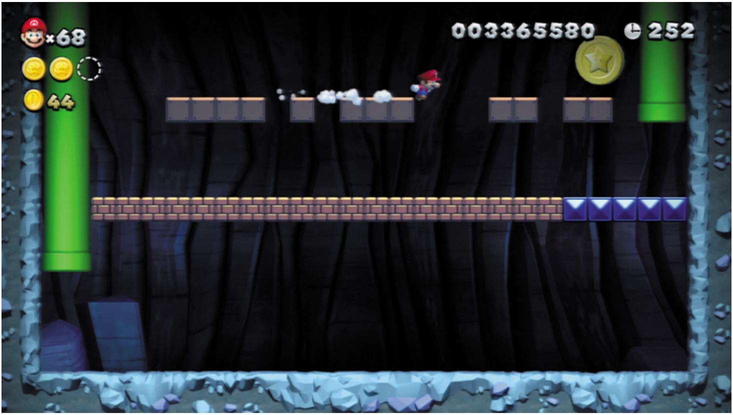
Enter the hidden Warp Pipe at Point 2 to visit this underground cavern, where the first Star Coin is found. Drop onto the Seesaw Log Bridge on the right, and quickly dash up the Seesaw Log Bridge as it spins, using the Seesaw Log Bridge as a ramp. Make a long leap and grab the Star Coin, aiming to sail straight over the middle Seesaw Log Bridge and land on the left Seesaw Log Bridge. Dash up the left Seesaw Log Bridge and then wall jump up to safety. Skills!

STAR COIN 2



The second Star Coin sits right on the Poison Bog and seems impossible to collect— but of course, there's always a way! Stun the nearby Koopa, then carry its shell onto the Seesaw Log Bridges near Star Coin. Toss the shell so that it slides down a Seesaw Log Bridge and collects the Coin for you. Thanks, little guy!

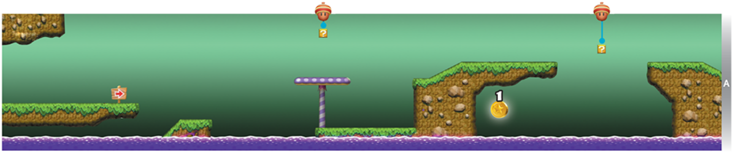
STAR COIN 3

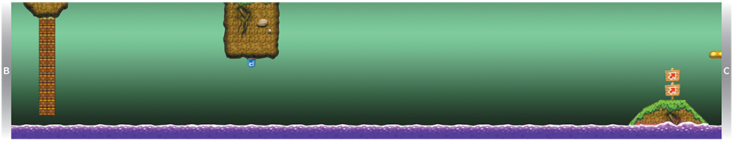


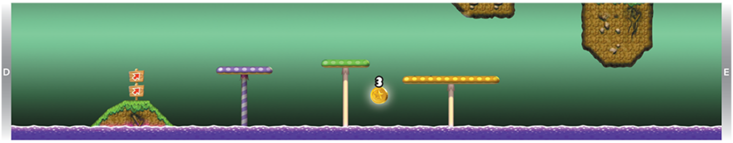
The final Star Coin is kept in an underground cavern. Enter a Warp Pipe to get here. You land atop a P Switch that changes the long row of Coins beneath the Star Coin into Brick Blocks. Quickly run along the Brick Blocks, jumping and bumping as many overhead hidden Blocks as possible. There are no hidden Blocks near the far Warp Pipe, so jump up and run along the hidden Blocks you've discovered to reach the Star Coin. You must discover and leap atop the hidden Blocks before the P Switch's effects wear off, or else you'll fall!

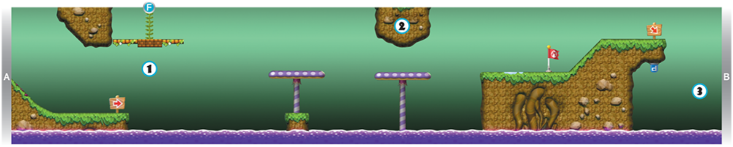
Soda Jungle 7

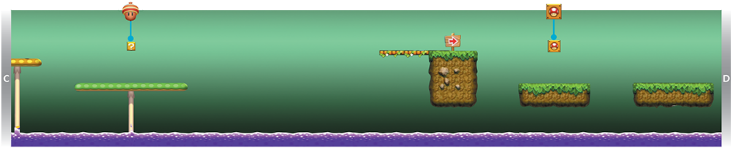
Wiggler Stampede

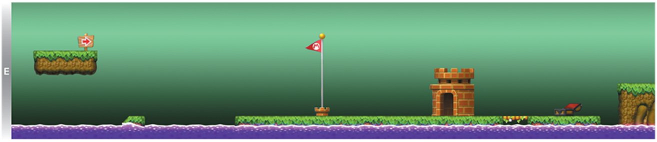




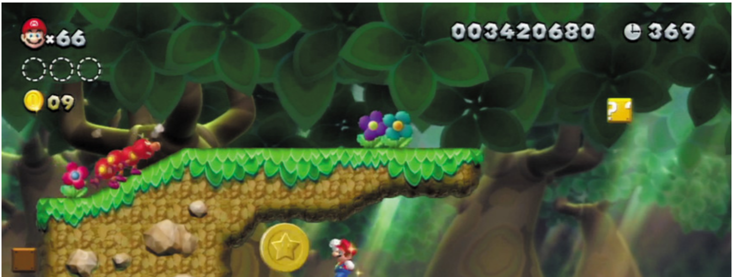


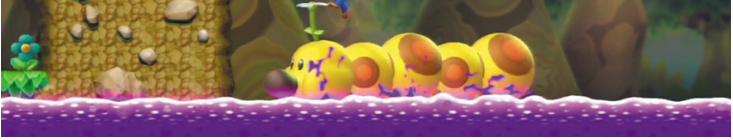




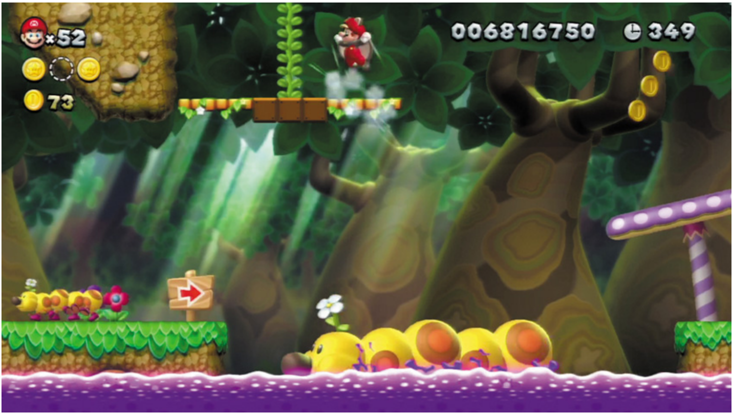


STAR COIN 1



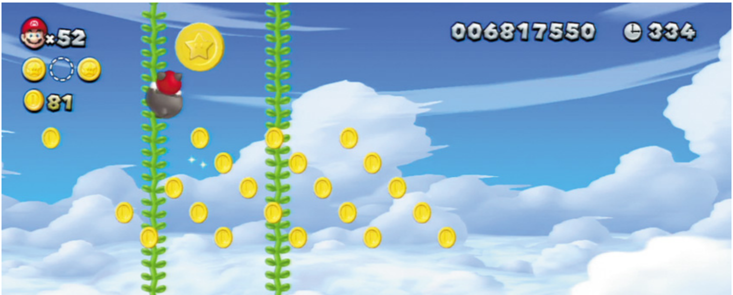


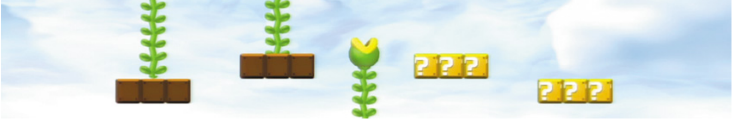
Hop atop a Big Wiggler here, and ride it over to the first Star Coin. After collecting the Star Coin, hold the jump button to bound up from Big Wiggler and return to the main trail.



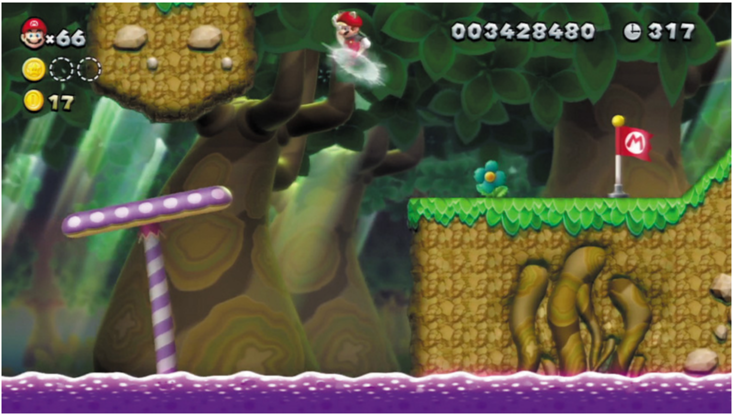
Bounce off the Big Wiggler that walks below the Brick Blocks here, and strike the central Brick Block to make a Beanstalk rise up into the sky. Bounce off Big Wiggler again to reach the Beanstalk, then climb up. Flying Squirrel Mario can also flying squirrel jump up to this Beanstalk without the aid of Big Wiggler.

STAR COIN 2

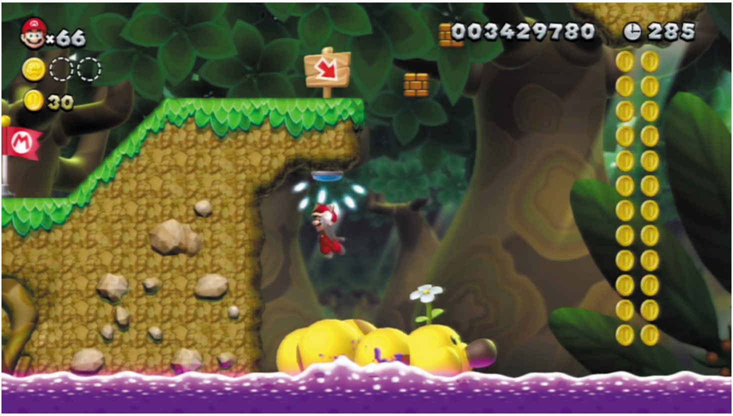




Use the Beanstalk at Point 1 to reach this secret skyline, where the second Star Coin floats up high. Hit the ? Blocks here to extend more Beanstalks up into the sky, then climb up and add the Star Coin to your growing collection.

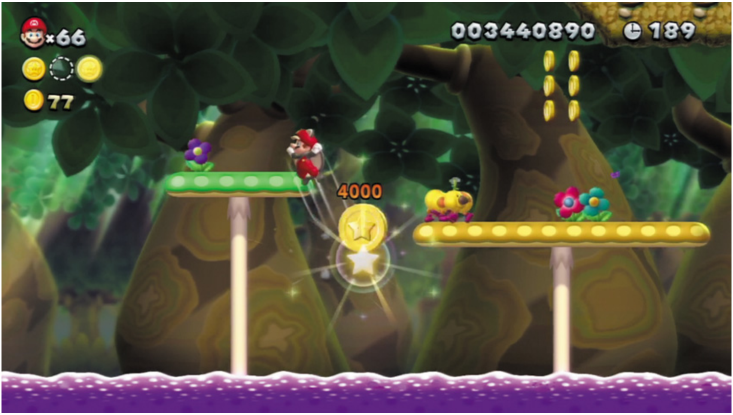


Flying Squirrel Mario can soar up and reach the top of this ledge, where a few bonus Coins are stashed. Look for other high ledges that only Flying Squirrel Mario can reach in this stage—you'll find more Coins atop each one!



Bounce off Big Wiggler here and bump the overhead P Switch to transform the nearby wall of Brick Blocks into Coins. Continue to bounce atop Big Wiggler as he moves through the Coins, and he'll ferry you across the length of the Poison Bog that follows.

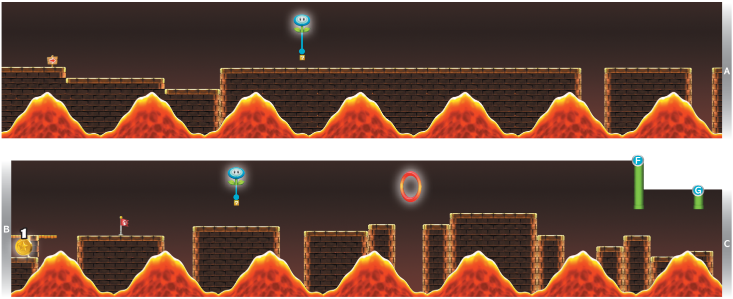
STAR COIN 3

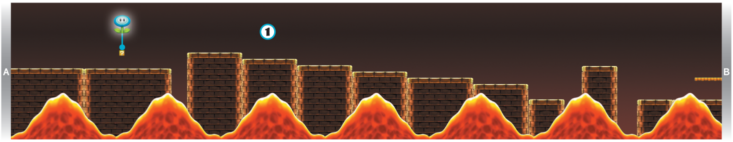


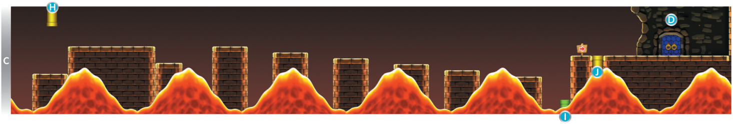
Bounce off Big Wiggler to claim the third Star Coin, or glide down as Flying Squirrel Mario, collect the Star Coin, and then perform a flying squirrel jump to soar up to safety. Either way, this final prize is yours!

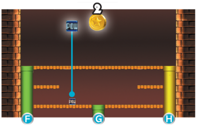
Soda Jungle Castle

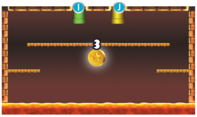
Iggy's Volcanic Castle

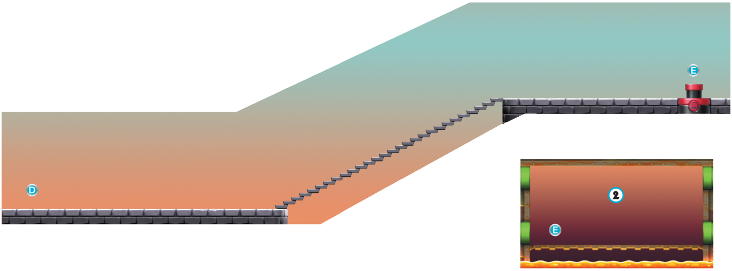












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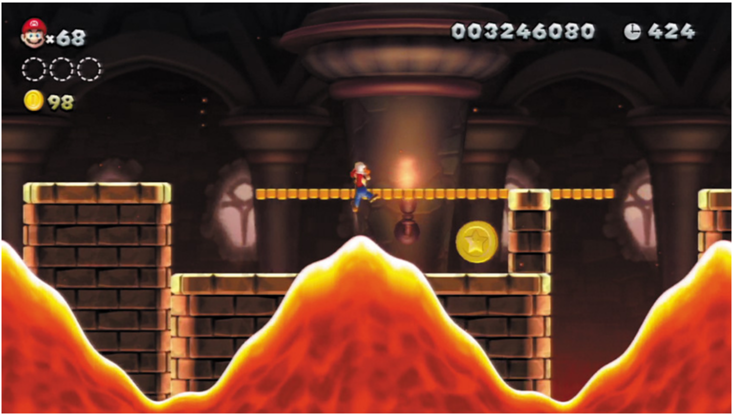
Freeze a Dry Bones near this Point, then pick it up and toss it down the long slope that follows. The frozen Dry Bones will strike the many other Dry Bones that patrol the slope, defeating them all and earning you some 1-Ups!

STAR COIN 1

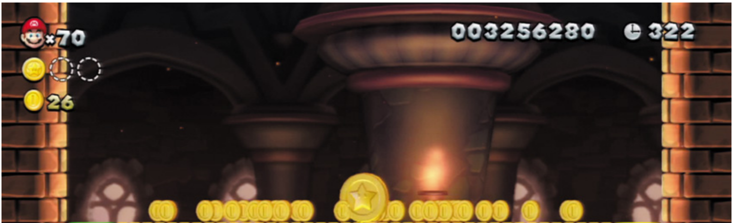


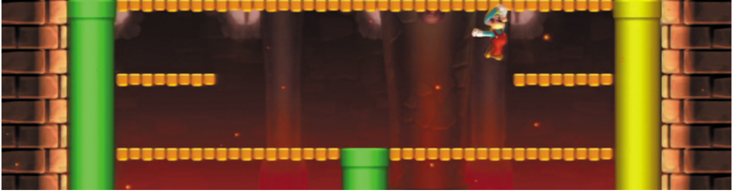
Use caution when moving to collect the first Star Coin, or those passing lava waves will burn you up! Wait for a lava wave to pass through the Star Coin, then make a short hop over the lava wave and grab the Coin before the next wave arrives.

Tip

Freeze a Dry Bones with iceballs and then toss the frozen Dry Bones at the Star Coin to collect it without risk of being burned

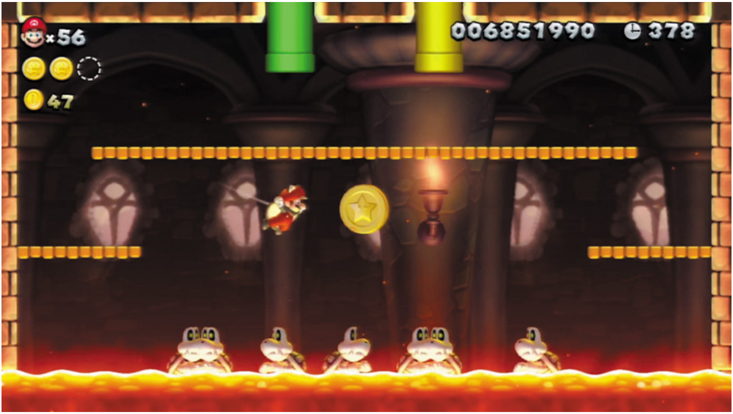
STAR COIN 2





Two Warp Pipes lead to this secret room, where the second Star Coin is kept—but only one of these Warp Pipes will allow you to claim the Coin. Ignore the first overhead Warp Pipe, and enter the second by either bouncing off Dry Bones, or freezing Dry Bones and using him as a platform. You'll emerge near a POW Block—give it a toss to bring the Star Coin crashing down!

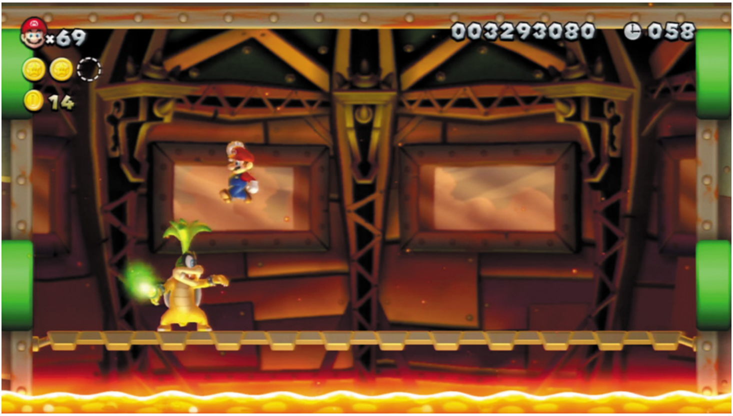
STAR COIN 3



Drop into the final lava pit and land on the low Warp Pipe. Enter the Warp Pipe to visit this underground room, where the third Star Coin is guarded by a bunch of Big Dry Bones. Carefully bounce off the Big Dry Bones and grab the Star Coin without touching the lava, then make your escape.

Caution

Don't freeze any of the Big Dry Bones near the third Star Coin, or they'll be destroyed when other Big Dry Bones bump into them!



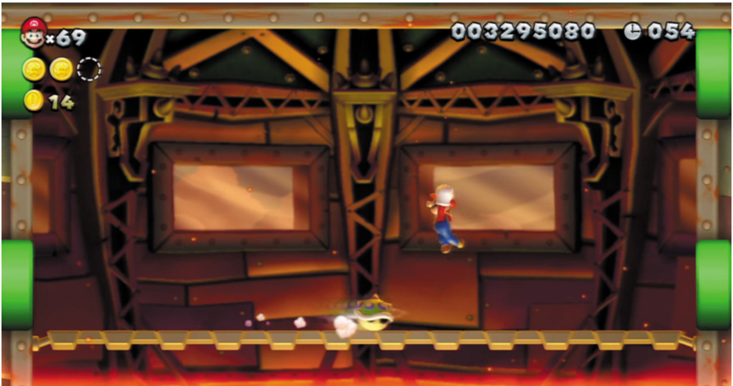
The evil Iggy encircles his Volcanic Castle in his airship, ready to take you on. Iggy moves through Warp Pipes during this battle and casts vile spells each time he emerges. Wait for Iggy to pop out from one of the lower Warp Pipes, then quickly leap up and give him a good stomp!

Note

Sometimes Iggy doesn't stick around long enough for you to stomp him. Just be patient and you'll get your chance!

Caution

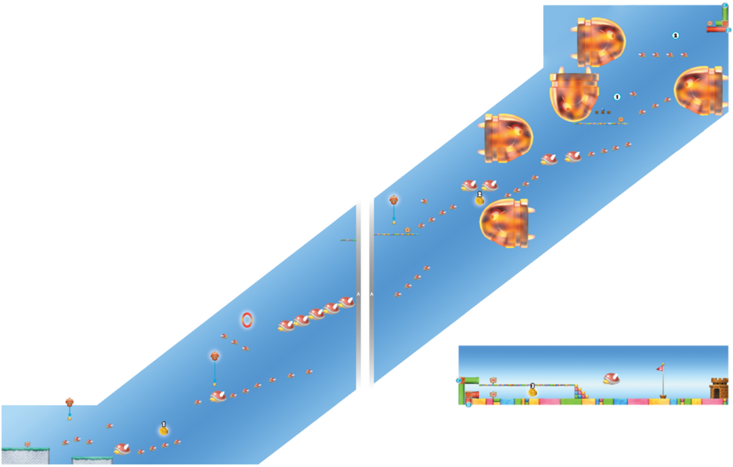
When Iggy's red spells strike the lava, they summon giant Magmaargh enemies. Keep away from these fiery foes and jump over them when they draw near.



Like most other bosses, Iggy spins around in his spikey shell after being stomped. Iggy's shell can be tricky to dodge, because he often changes direction and moves through the lower Warp Pipes. It's usually best to stick near the center of the room and expect Iggy to change direction each time he approaches the middle. Wait for Iggy to emerge, then look for your chance to stomp him again. Three stomps is all it takes to bring Iggy's antics to an end!

Soda Jungle Secret Stage

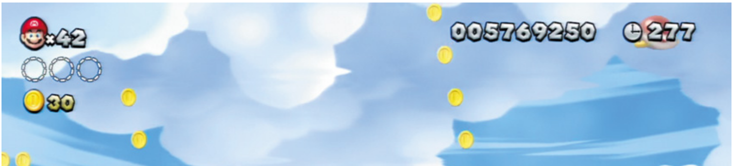
Flight of the Para-Beetles

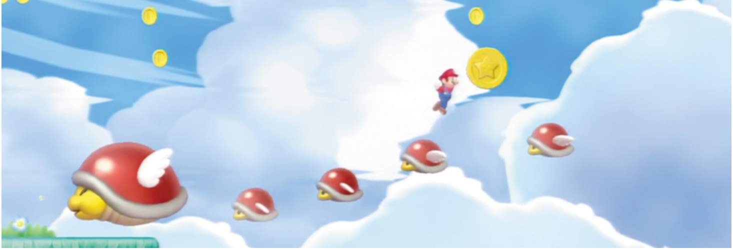


Note

This special stage appears on the World Map after you discover the secret exit in Soda Jungle Boo House—Which-Way Labyrinth. Check out that level's section for details!

STAR COIN 1



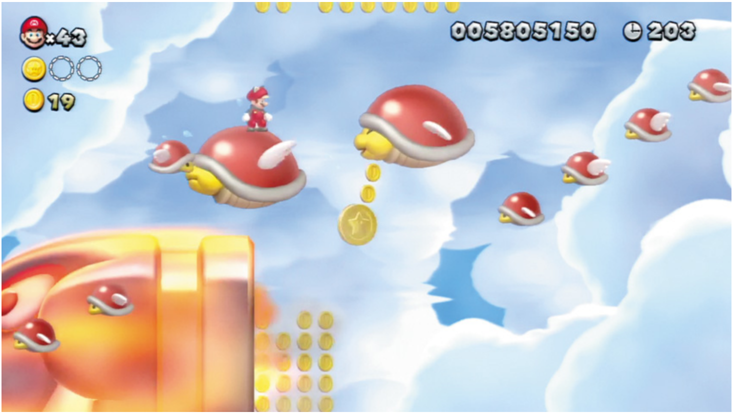


It’s not long before you encounter the first Star Coin in this unusual stage. Simply leap across the first few Para-Beetles and collect it.

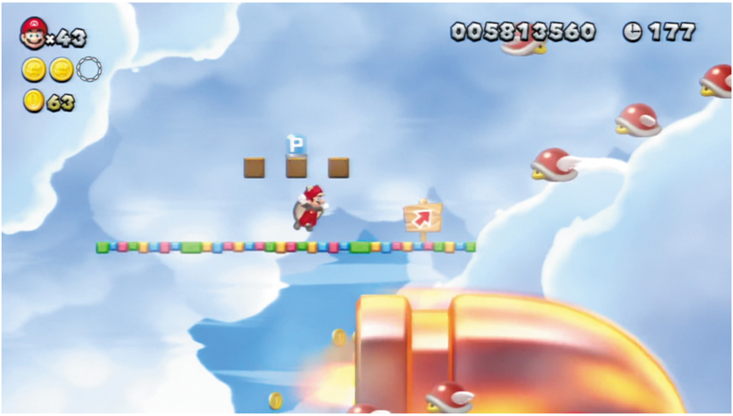
Note

Normal Para-Beetles fly upward while you ride them, and descend when you jump off. Heavy Para-Beetles always descend while you ride them. You’ll need to ride both types of Para-Beetle to survive this crazy stage!

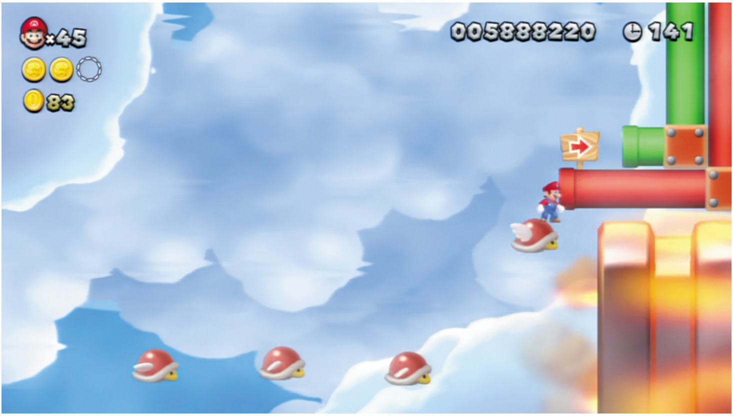
STAR COIN 2



Ride a normal Para-Beetle upward to avoid the massive King Bill that flies through the second Star Coin. After King Bill has flown by, jump onto a Heavy Para-Beetle and ride down to safely collect the Star Coin.



Hit a Brick Block here to discover a hidden P Switch, then hit the P Switch to make a bunch of Blue Coins appear. Grab as many Coins as you can before King Bill storms onto the scene!

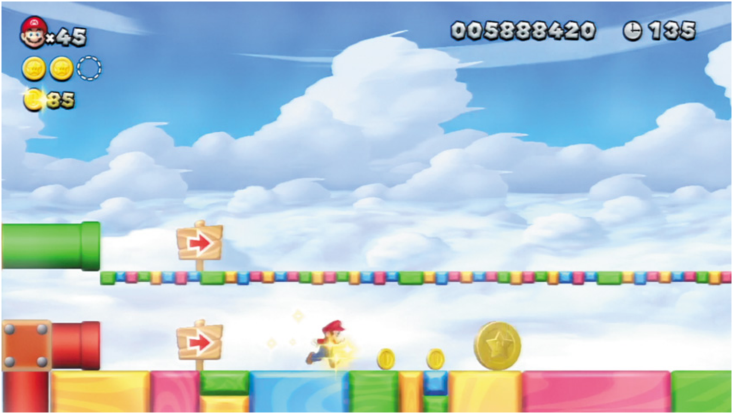


It's possible to enter the red Warp Pipe at the end of the stage, provided you can ride a Para-Beetle right up close to it. You must walk off a Para-Beetle's back to enter the Warp Pipe, which is no easy feat! Of course, you can always use the green Warp Pipe to complete the stage more easily—but you'll miss the final Star Coin if you do!

Tip

If you fly too high while trying to enter the red Warp Pipe, jump off the Para-Beetle and allow it to descend, then jump back on and try again.

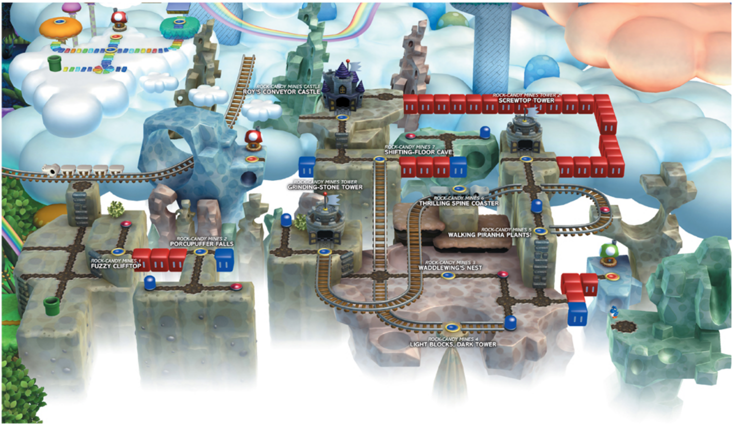
STAR COIN 3



You must enter the red Warp Pipe at Point 2 to obtain this final Star Coin. There's no way to reach it if you take the green Warp Pipe instead.

Worlds

Rock-Candy Mines

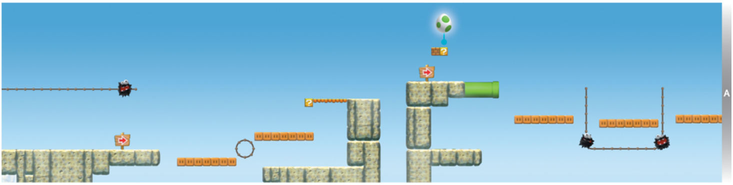


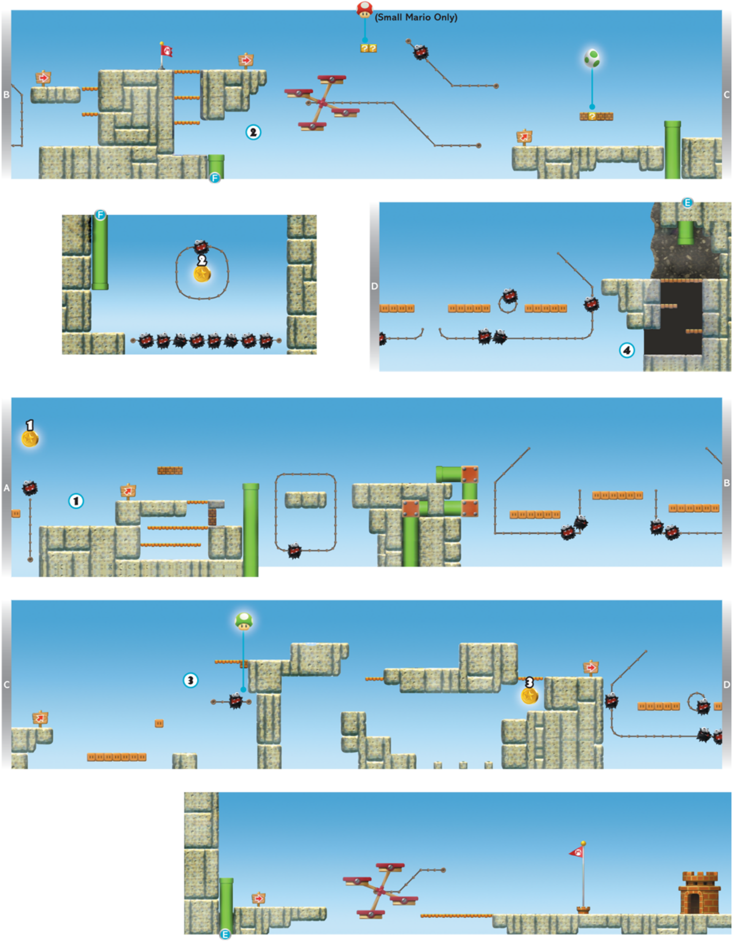
Locations

Levels	Toad Houses	Map Enemies	Boss
10	2	None	Roy

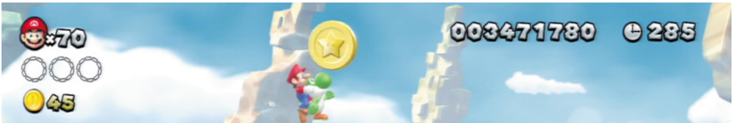
Rock-Candy Mines 1

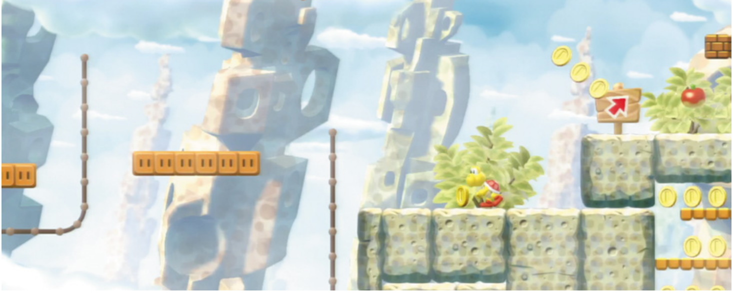
Fuzzy Clifftop



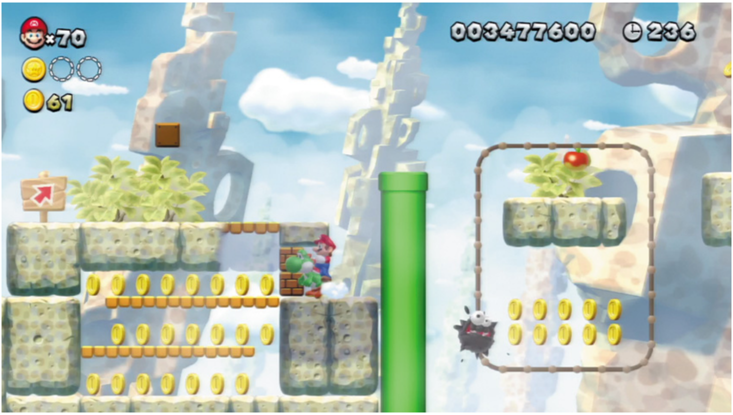


STAR COIN 1

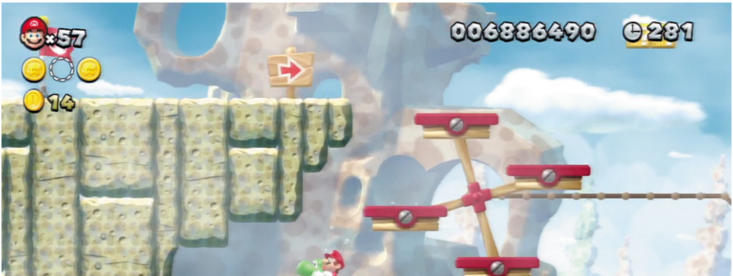


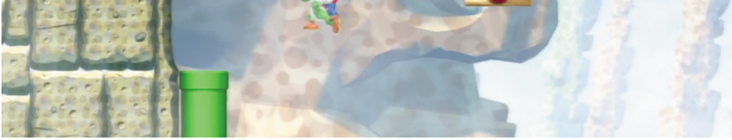


Allow the Stretch Blocks to the left of the first Star Coin to lift you up, then use Yoshi's flutter jump ability to leap over and collect the Star Coin. It's much easier to reach this Star Coin while riding Yoshi!



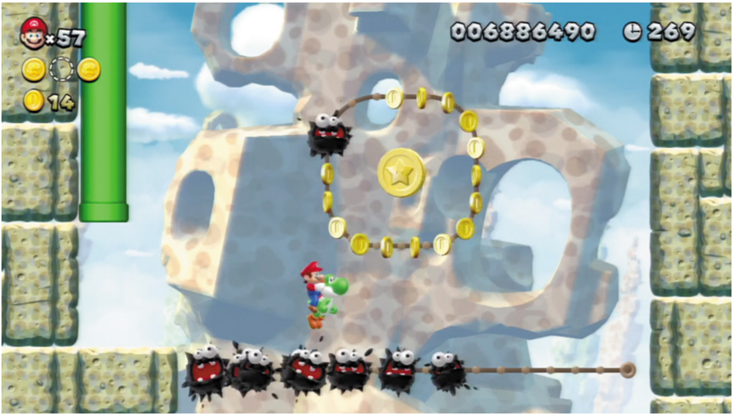
Stun the Koopa on this ledge, then carry its shell up to the ledge above. Throw the shell to the right, so that it bounces off the Pipe. The shell then smashes through some hidden Blocks and collects the Coins beyond for you!





While riding Yoshi, leap from the bottom of the Paddle Platform here. Use Yoshi's flutter jump ability to reach the Warp Pipe to the left. Enter the Warp Pipe to discover the second Star Coin, and when you emerge, move through the false wall on the left of the Warp Pipe so that you may jump back up to the main path.

STAR COIN 2

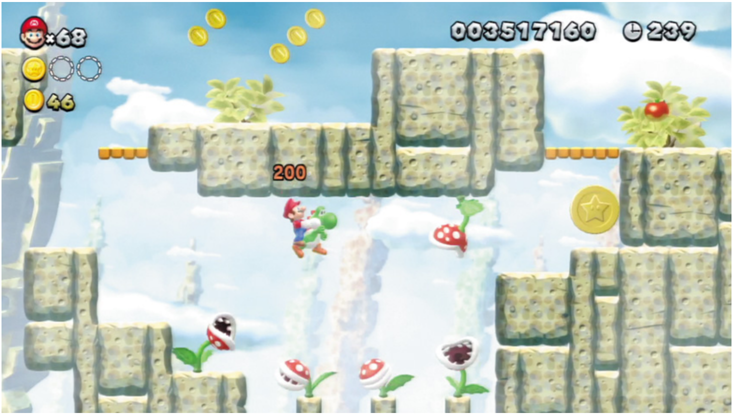


Use Yoshi to enter the Warp Pipe at Point 2 to reach this underground area, where the second Star Coin is guarded by a bunch of Fuzzies. Simply bounce along the Fuzzies while riding Yoshi, then leap up and grab the Star Coin above!

×57
006892390
220
31

While riding Yoshi, jump onto the Fuzzy here, then jump up and hit the overhead Brick Block. Out pops a 1-Up Mushroom!

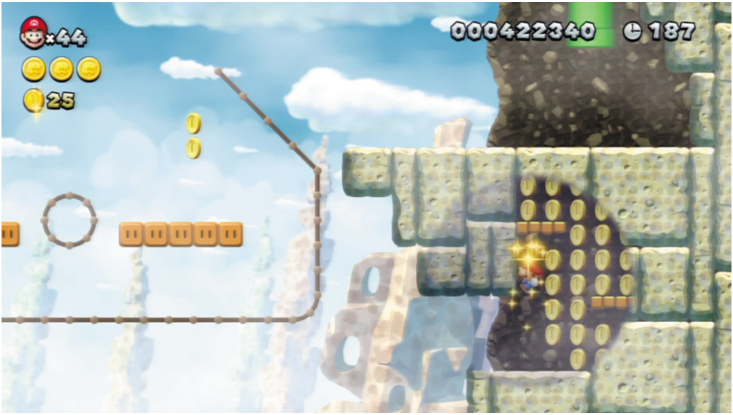
STAR COIN 3



A crop of Piranha Plants guard the final Star Coin. Use Yoshi to gobble up the overhead Piranha Plants as you hop across the lower Piranha Plants on your way to the Coin.

Tip

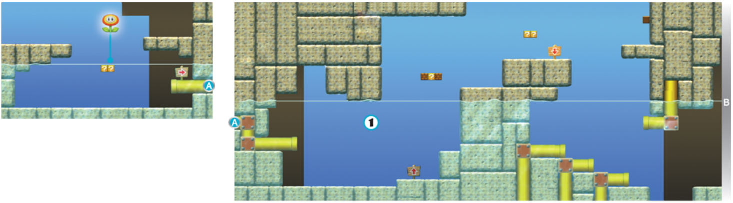
Easily defeat the Piranha Plants near the third Star Coin by swallowing an Ice Piranha Plant with Yoshi and then spitting out the iceball at the top row of Piranha Plants. This will cause a chain-reaction, freezing all of the upper Piranha Plants and causing them to fall onto the lower ones!

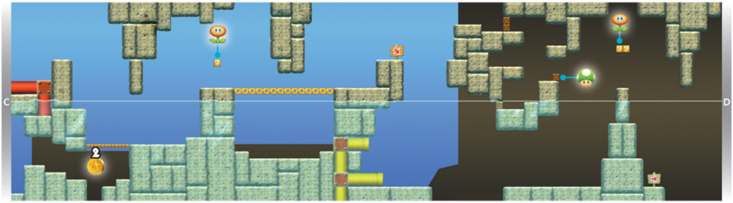


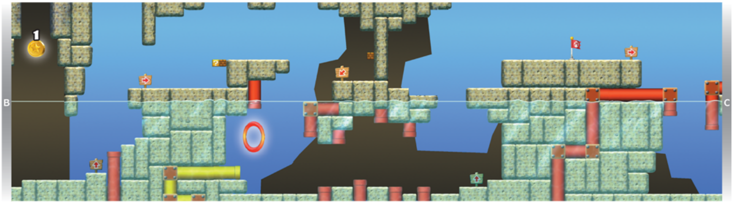
While riding Yoshi, carefully leap from the final Stretch Platform and use Yoshi's flutter jump to enter a hidden, Coin-filled cave beneath the Warp Pipe that leads to the Goal Pole.

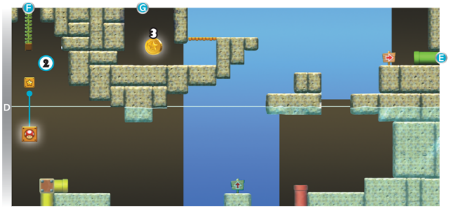
Rock-Candy Mines 2

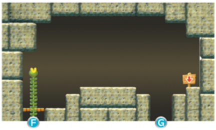
Porcupuffer Falls

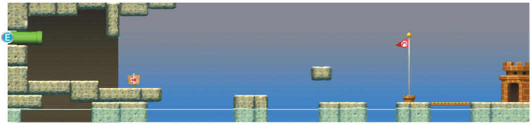


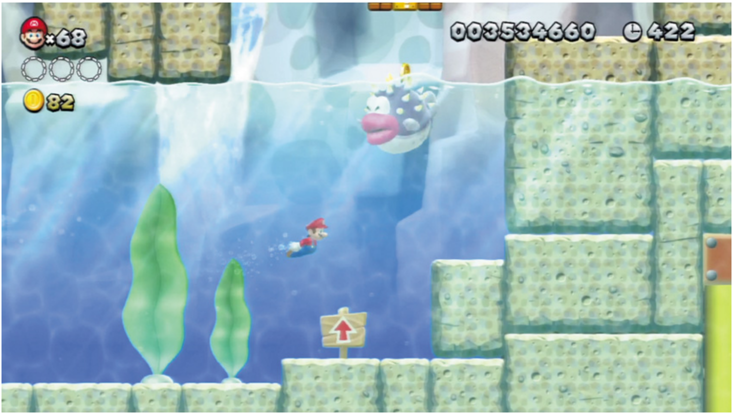






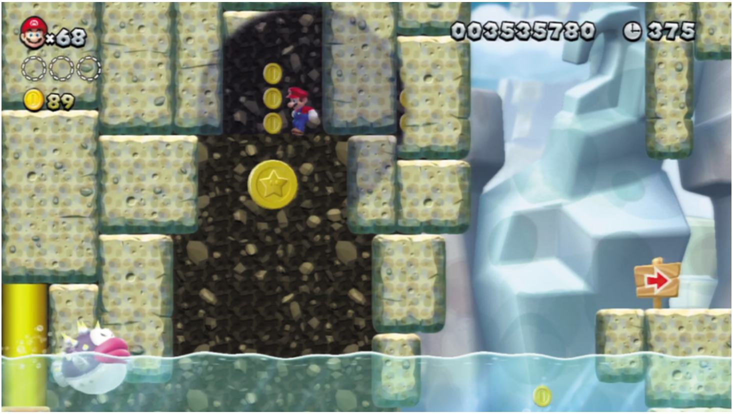






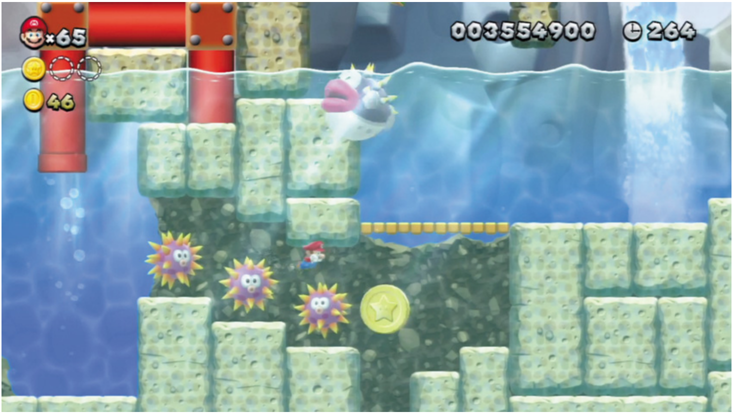
A fat fish named Porcupuffer swims onto the scene when you reach this Point. Porcupuffer is a constant threat throughout this stage—keep your distance, and try to sink Porcupuffer with fireballs.

STAR COIN 1

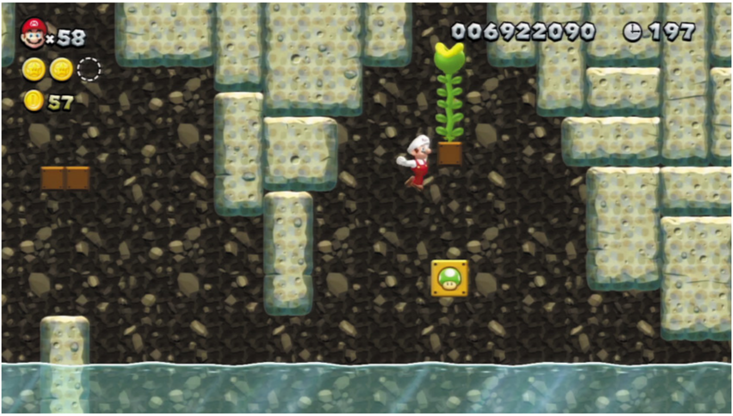


Leap onto the ledge that lies to the left of this Star Coin, then jump up and bump a hidden Block. Jump from the hidden Block to reach a secret overhead path, then run to the right. You'll fall through a hole and collect the Star Coin.

STAR COIN 2

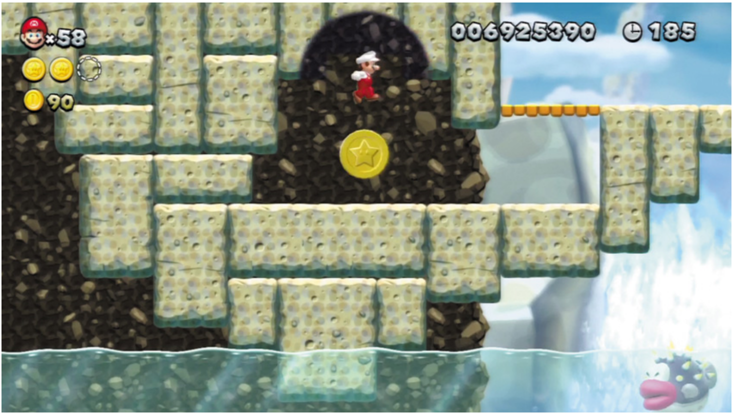


Defeat the Urchins that guard the second Star Coin with fireballs, then simply swim through and collect your reward. It's also possible to slip past the Urchins if you stay high and swim hard, but this is far more risky.



Wall jump onto the Roulette Block here, then jump up and bump a hidden Block above. A Beanstalk grows up from the hidden Block—wall jump onto the Beanstalk, and climb up to reach a secret cavern.

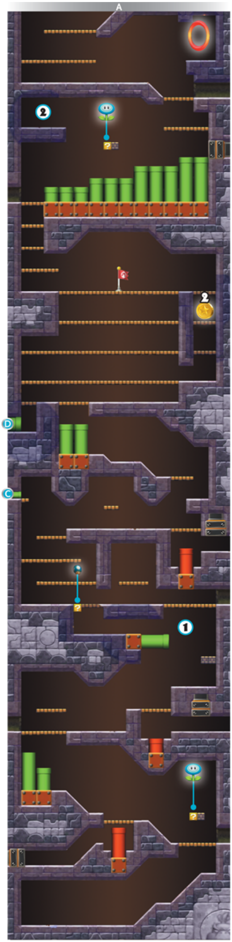
STAR COIN 3

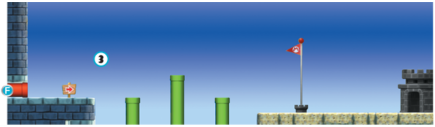


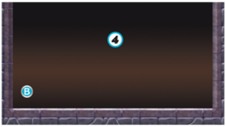
To reach this final Star Coin, first climb the hidden Beanstalk at Point 2 to access a secret cavern. Pass through the cavern and drop through the far hole. You'll fall right onto the third Star Coin when you land.

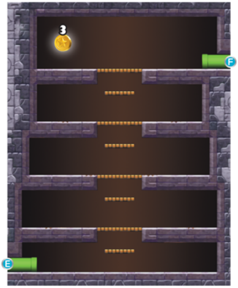
Rock-Candy Mines Tower

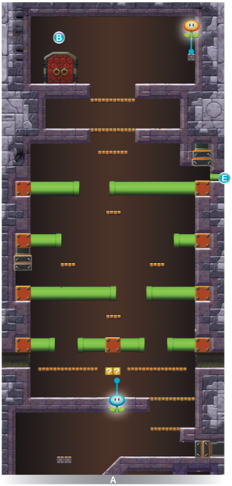
Grinding-Stone Tower

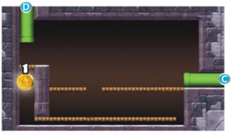


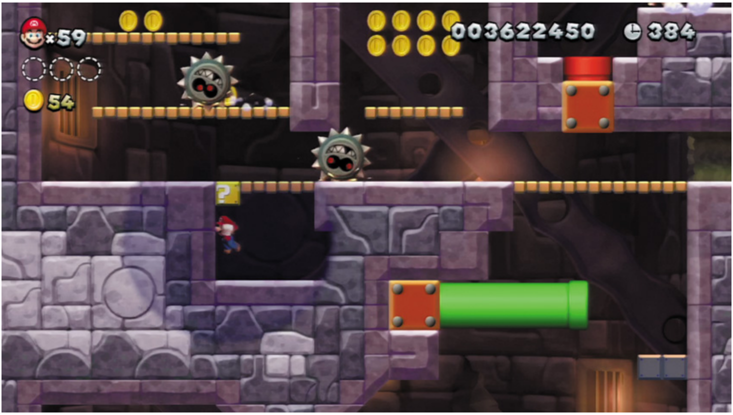






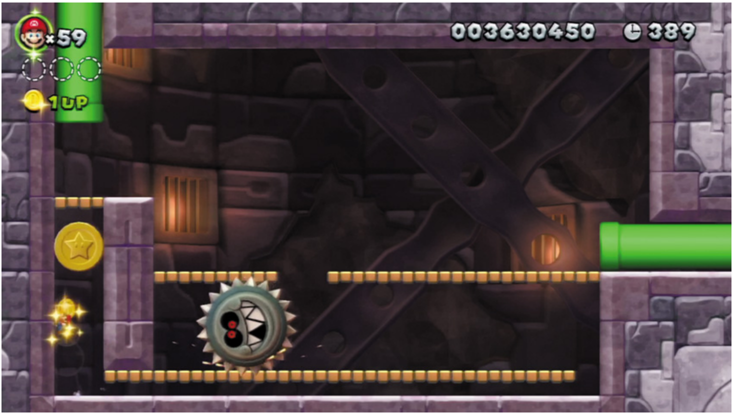






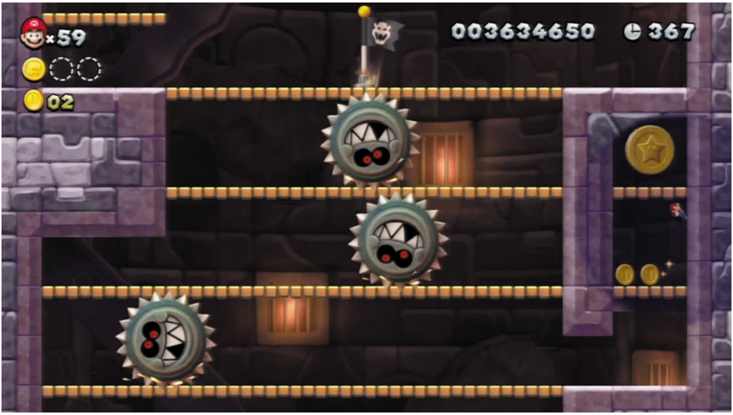
Jump onto the Pipe here, then run through the false wall to the left to discover a hidden ? Block. Bump the ? Block to obtain a rare Mini Mushroom!

STAR COIN 1

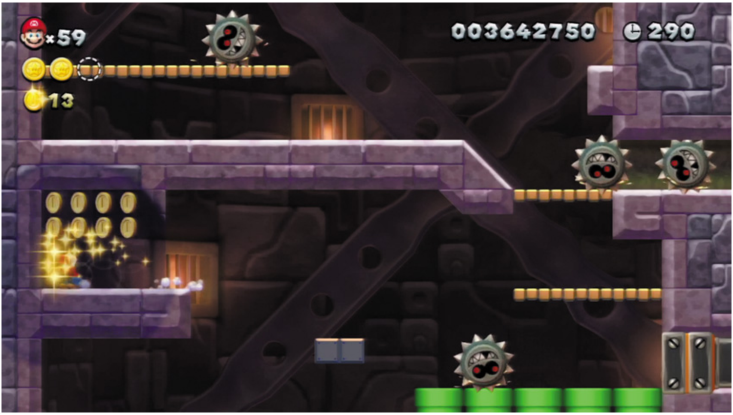


Collect the Mini Mushroom at Point 1 to transform into Mini Mario, and then you'll be able to enter the tiny Warp Pipe that leads to this side room, where the first Star Coin is kept. Drop into the hole in the floor when the Grrrol rolls by to the left, then quickly run to the right and drop through another hole to reach the room's bottom. Now simply dash to the left and sprint up the wall to collect the Star Coin.

STAR COIN 2

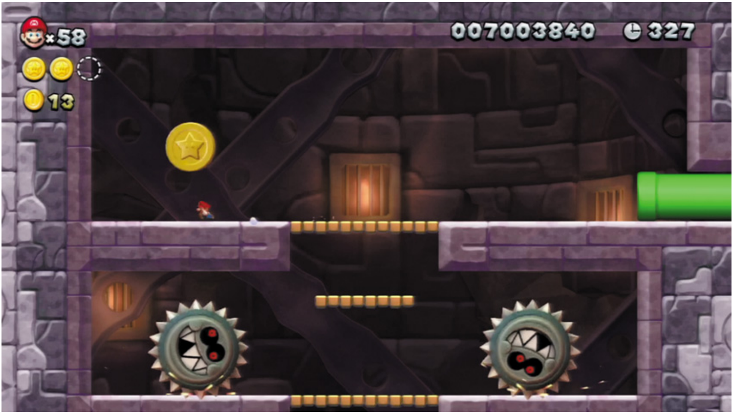


The second Star Coin is hidden behind a false wall here. Simply pass through the wall and jump up to collect the Coin.

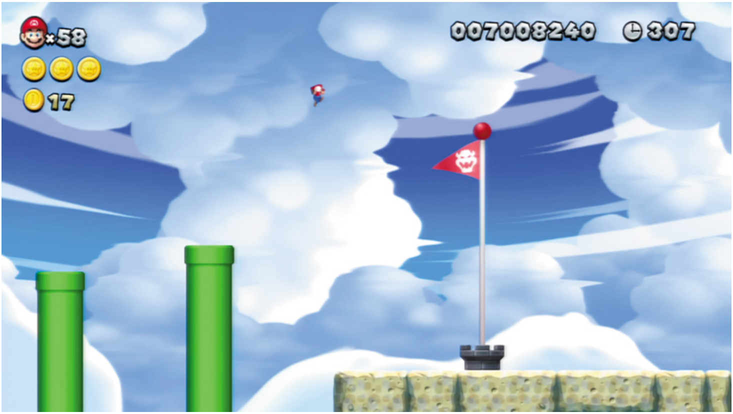


Jump from the Brick Blocks near this Point to enter the hidden nook here, where some bonus Coins are stashed.

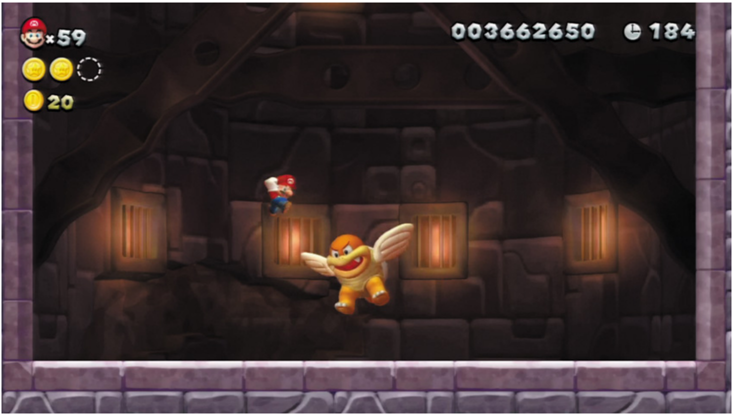
STAR COIN 3



Make it to the top of the tower as Mini Mario and then enter the tiny Warp Pipe that leads to this side chamber, where the final Star Coin is kept. Simply scale the room by jumping past the rolling Grrrols, then collect the Star Coin at the top.



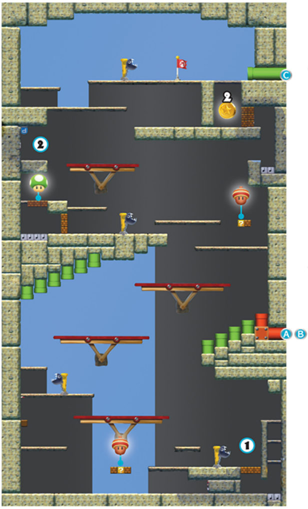
After you collect the third Star Coin, you'll have no choice but to visit the stage's secret exit. Complete the stage using this secret exit, and you'll unlock a World Map shortcut to Rock-Candy Mines 6—Thrilling Spine Coaster!

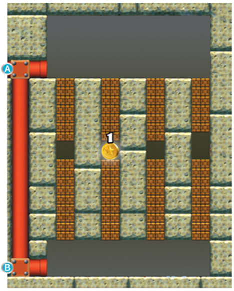


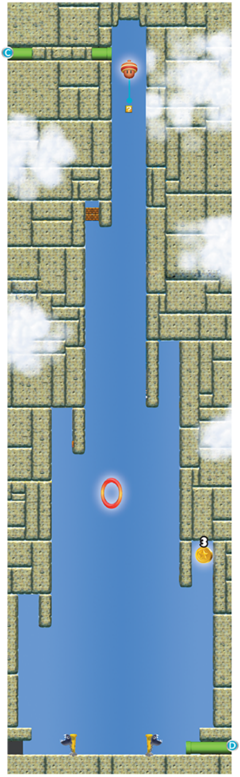
When you reach the top of the tower, you discover that Magikoopa has a whole new enchantment for Boom Boom. This time, the mini-boss is given the gift of flight! Boom Boom flaps around near the ceiling, periodically swooping down with a dive-bomb attack. Dodge Boom Boom's dive-bomb, then quickly jump up and stomp his head. Stomp Boom Boom three times to clip this mini-boss's wings!

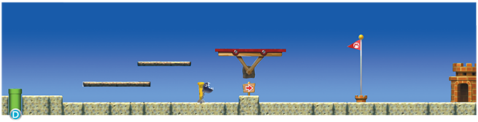
Rock-Candy Mines 3

Waddlewing's Nest





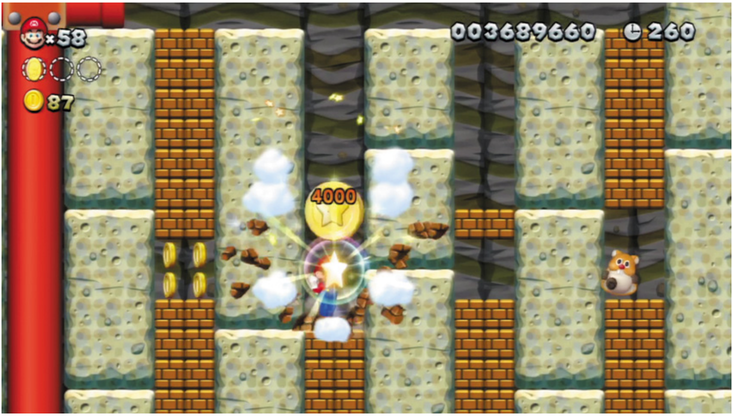




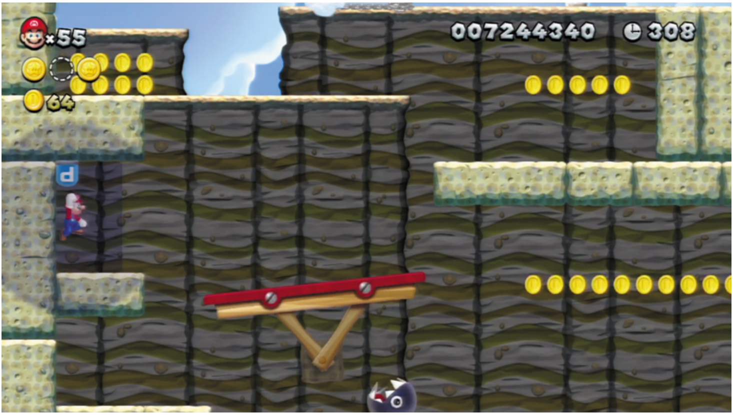
×58
003680760
360
45

Ground pound through the Brick Blocks here, and you'll land in a hidden, Coin-filled area. Bounce off the Note Blocks here to soar up and grab even more bonus Coins.

STAR COIN 1



Enter a red Warp Pipe to reach this side room, where the first Star Coin is stashed. Simply ground pound through the middle-left stack of Brick Blocks to smash your way to the Star Coin. Small Mario and Mini Mario can't smash through Brick Blocks, so he can't collect this Star Coin.

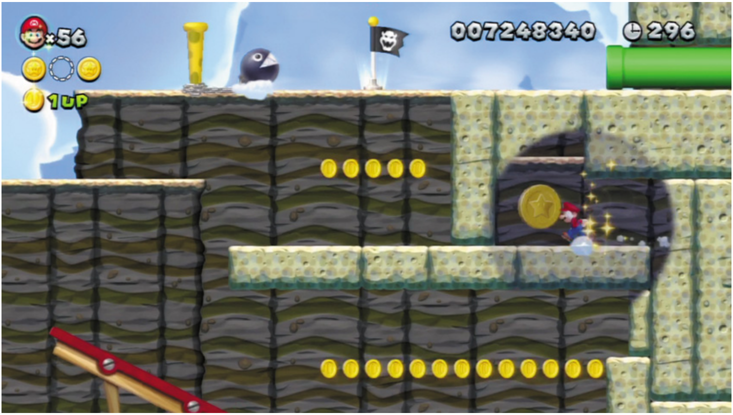


Jump through the false wall here to discover a hidden P Switch. Jump up and hit the P Switch, and the row of Coins to the right will turn into Brick Blocks. Quickly leap over to the Brick Blocks and dash through the false wall to the right, making your way toward the second Star Coin.

Tip

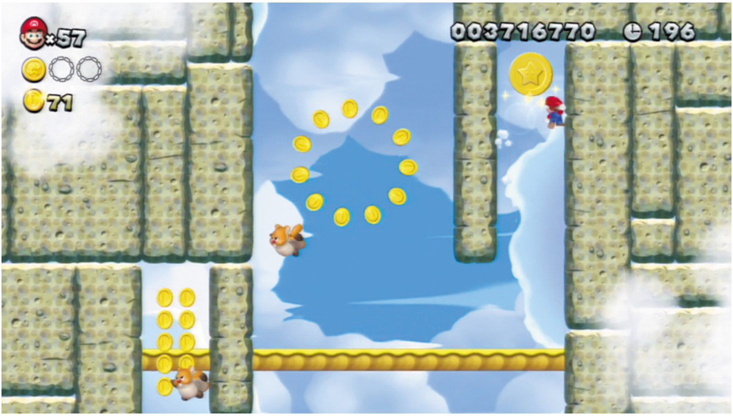
Defeat the third Chain Chomp on your way up the mountain, and it will smash through some nearby Brick Blocks as it flees. Now you can access a secret nook where a 1-Up Mushroom is hidden!

STAR COIN 2



Hit the hidden P Switch at Point 2, and the line of Coins to the right will become Brick Blocks. Hurry across the Brick Blocks to reach a hidden nook, then bounce from the nook's Note Blocks and pass through the Coins above. The Star Coin is found just beyond the Coins, but you've got to be quick—for those Coins will become solid Brick Blocks when the P Switch's effects wear off!

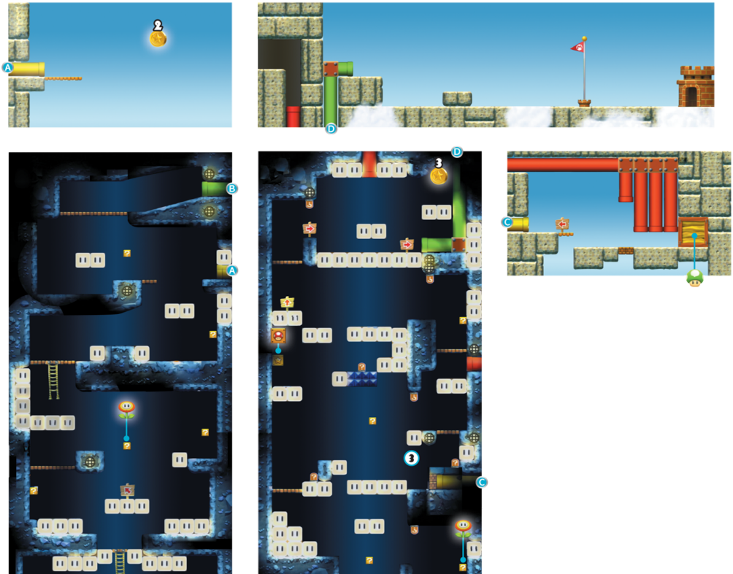
STAR COIN 3

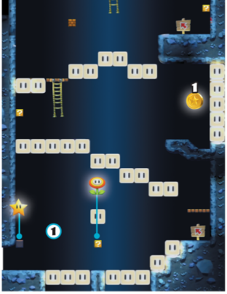


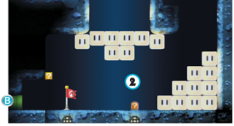
Look for the third Star Coin as you ride an elevator down this tall area—you'll spot it in a nook to the right. Hurry and wall jump up to the Star Coin before the elevator lowers too far, or you'll miss your chance to grab it!

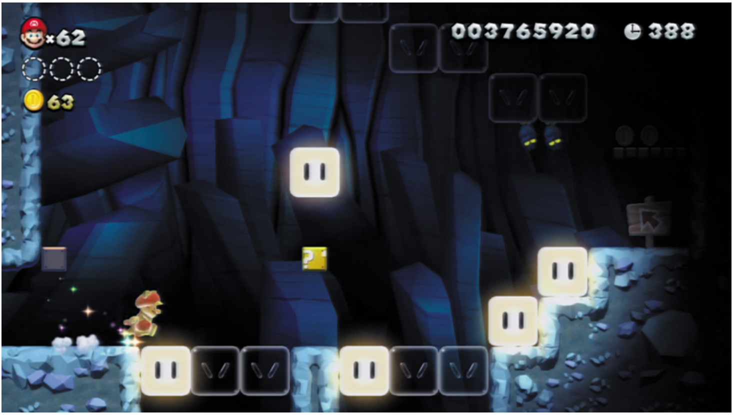
Rock-Candy Mines 4

Light Blocks, Dark Tower



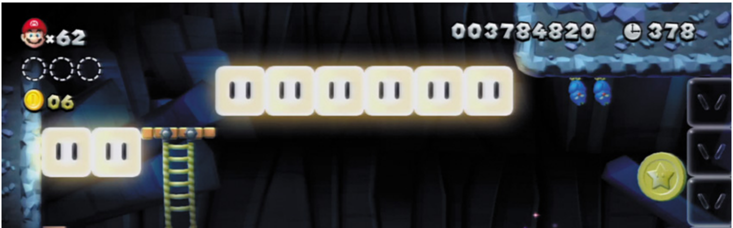


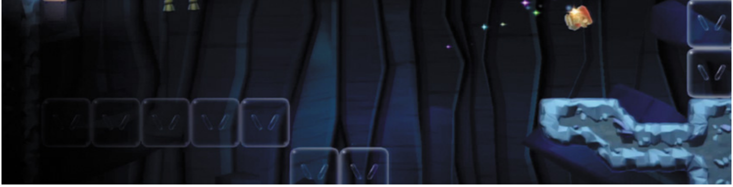




This dark stage becomes fully illuminated while you're powered by a Super Star, so hit the very first ? Block to receive one. Now rush up the stage and hit other ? Blocks to receive more Super Stars and keep the lights on! If your Star power fades, however, you won't receive additional Super Stars from ? Blocks.

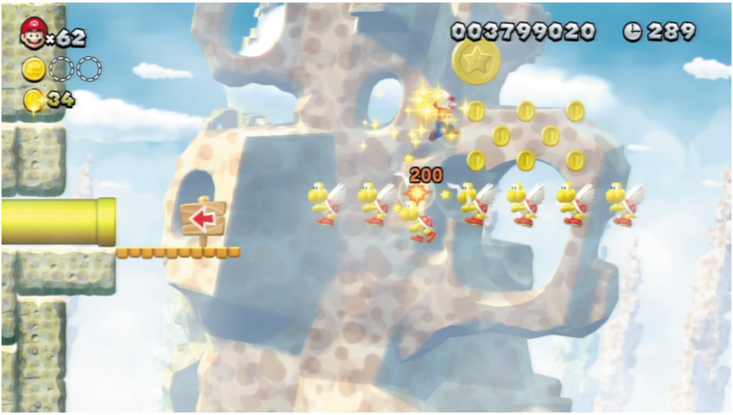
STAR COIN 1



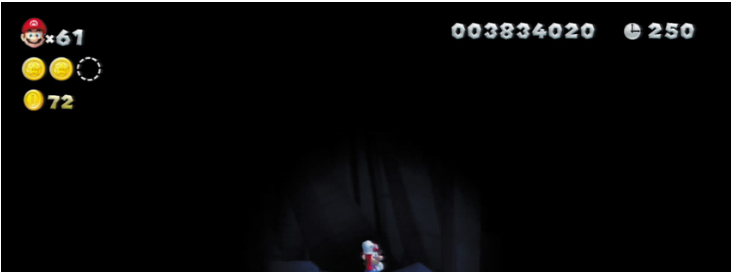


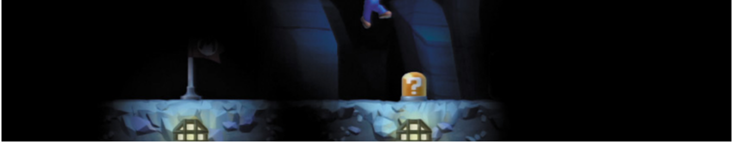
The first Star Coin floats near a group of Light Blocks here. Simply jump up and grab it, but beware of those overhead Swoopers!

STAR COIN 2

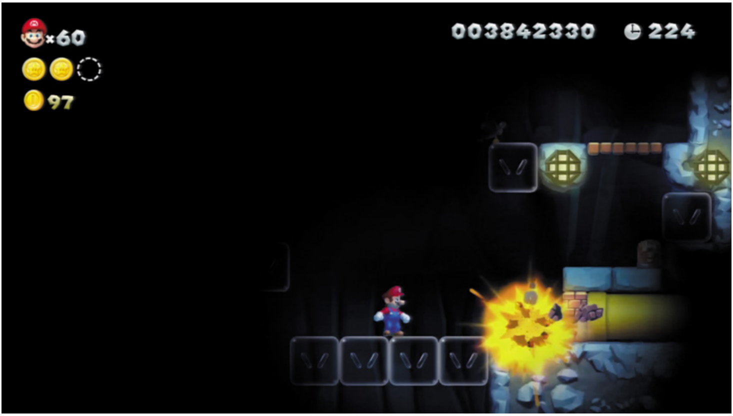


Enter the yellow Warp Pipe to reach this outdoor area, where a gang of Koopa Paratroopas flies up and down beneath a hovering Star Coin. Make a long leap over to the middle of the Paratroopa pack, and hold the jump button to bounce off the Koopa Paratroopas so that you may collect the Coin. Continue bouncing on the Paratroopas, working your way back over to the left while you wait for the them to float up high enough for you to bound back over to the Warp Pipe.



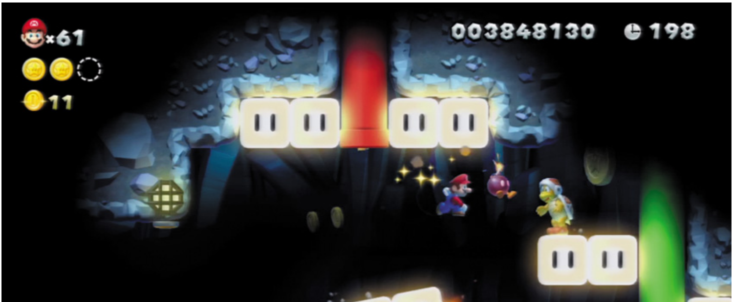


Hit the ? Switch here to make all of the Light Blocks in this area light up. Look for other ? Switches as you scale the area and hit them as well to relight those Light Blocks



Stun a Bob-omb and toss it at the Brick Blocks that are covering a yellow Warp Pipe here. Head through the Warp Pipe afterward to reach a secret side area, then stun and throw another Bob-omb to destroy the far crate. A 1-Up Mushroom will be your reward!

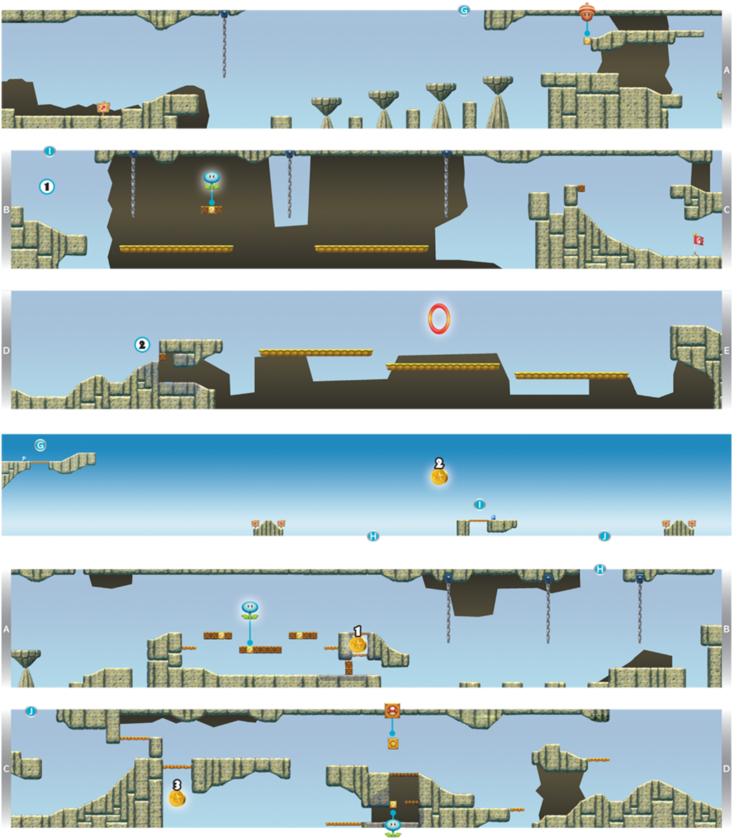
STAR COIN 3

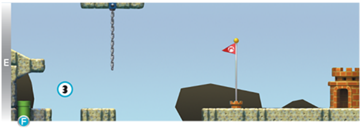


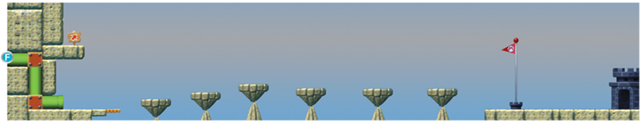
The final Star Coin floats above the Light Blocks here, and is guarded by a Fire Bro. Give the Fire Bro a taste of his own medicine by jumping up and scorching him with a fireball, or stun a Bob-omb and toss it at the Fire Bro to blast him to bits. Either way, that Star Coin will be yours!

Rock-Candy Mines 5

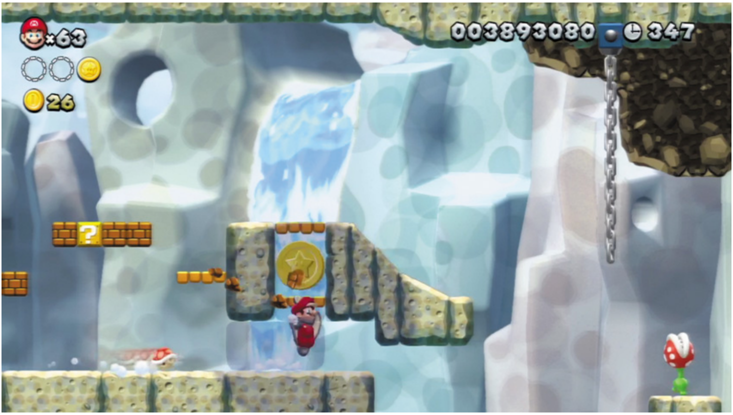
Walking Piranha Plants



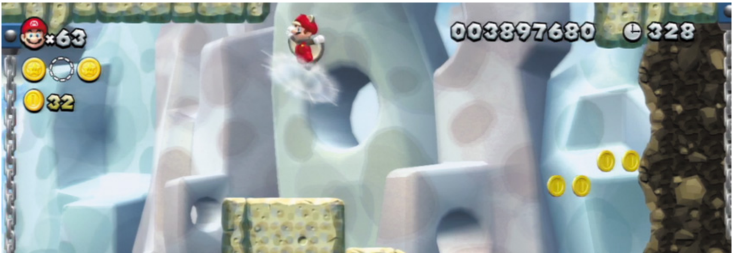




STAR COIN 1

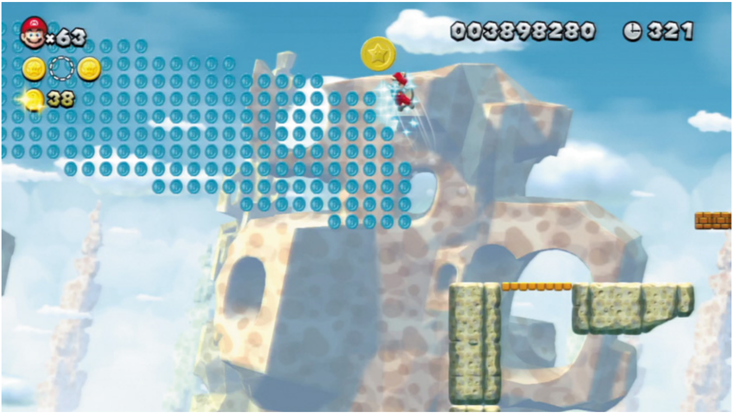


Stun the Koopa here and then kick its shell. It bounces around and defeats the nearby Stalking Piranha Plants. The shell will also smash a hidden Block at the base of the right cliff—run and crouch to slide through the cliff and into a secret nook, where the first Star Coin is cleverly hidden.



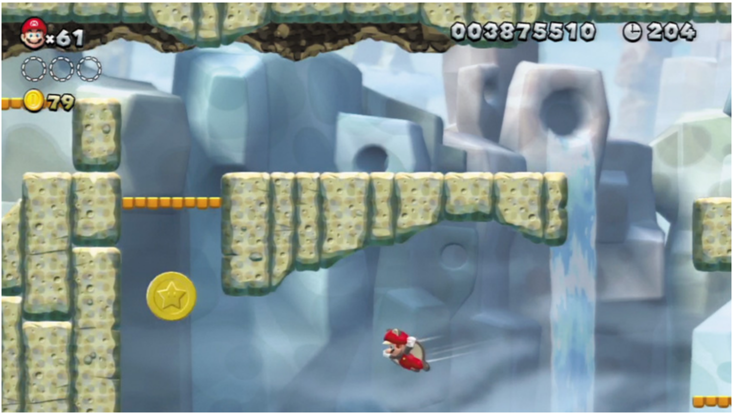
Flying Squirrel Mario can perform a flying squirrel jump here and soar up through the wide opening in the ceiling to discover a secret area above!

STAR COIN 2

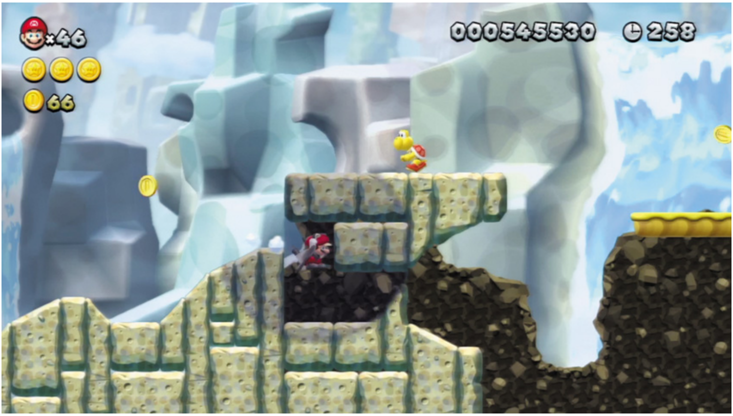


The second Star Coin floats way up high in this secret area—perform a flying squirrel jump at Point 1 to get here. Hit the P Switch to make a bunch of Blue Coins appear, and grab as many as you can as you use another flying squirrel jump to reach the high-hovering Star Coin.

STAR COIN 3



Only Flying Squirrel Mario is able to collect the third Star Coin. First, drop to the ledge on the right, which leads into a hidden cave. Ignore the Ice Flower that you can obtain from the cave's Brick Block, and glide toward the Star Coin instead. Perform a flying squirrel jump to gain the extra height you need to grab the Star Coin, then wall jump up to solid ground. Nice flying!



Throw a Koopa shell at the wall before the three floating platforms here, and it will smash a hidden Block. Run and slide into the wall where the Block broke, and you'll enter a hidden area. Coins will then appear to the right, leading you across the floating platforms. Jump across the platforms and collect these Coins, and a red Pipe will appear on the far ledge and pump out even more Coins!

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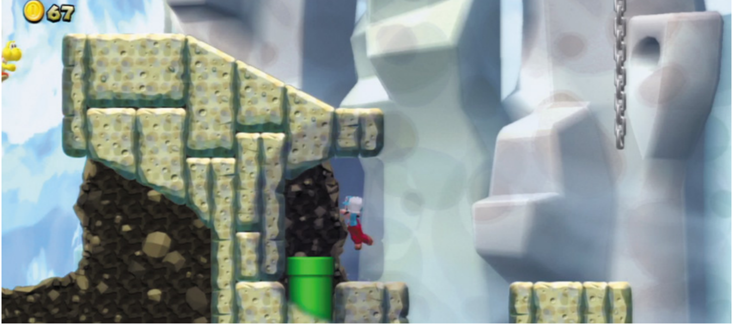
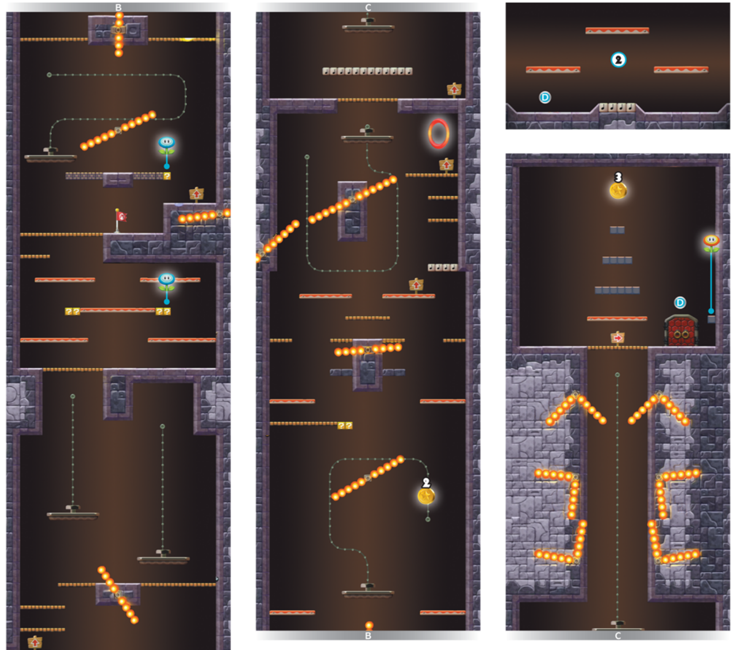
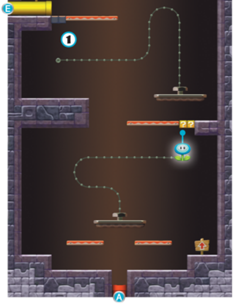


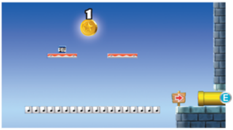
Leap through a false wall here to discover a hidden Warp Pipe that leads to this stage's secret exit. Complete the stage using this secret exit to open a secret World Map path that leads to a Red Switch. This Red Switch will come in handy, as it can be used to help you sneak into Roy's Conveyor Castle later on!

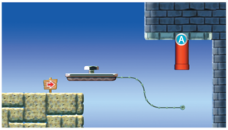
Rock-Candy Mines Tower

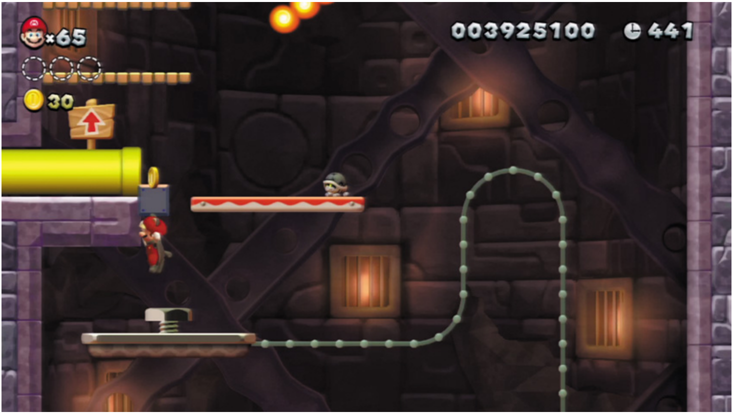
Screwtop Tower





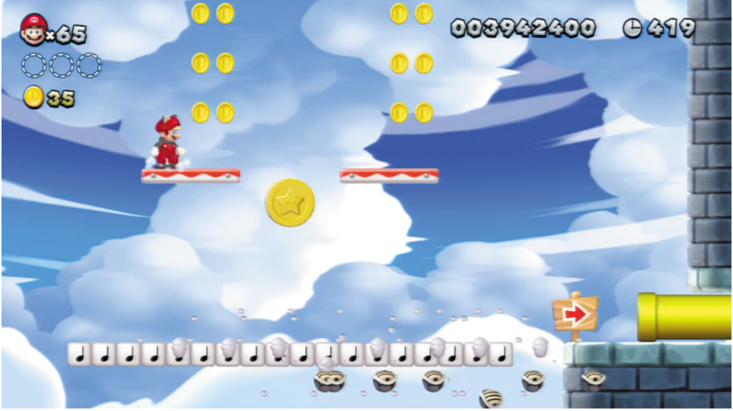






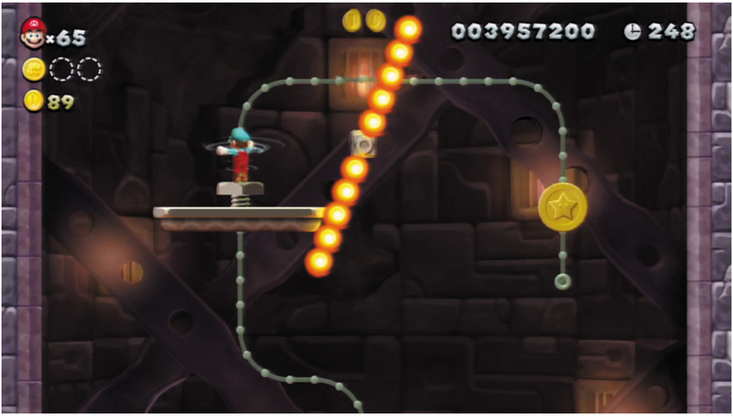
Ride this stage's second Screwtop Lift to the end of its line. It will ferry you close to a yellow Warp Pipe. Jump up when you reach the end of the line, and bump a couple of hidden Blocks at the mouth of the Warp Pipe. Now you can enter the Warp Pipe and visit a side area!

STAR COIN 1



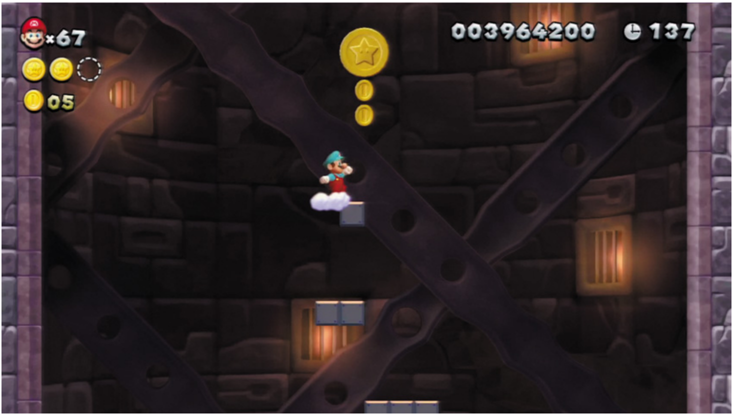
Enter the yellow Warp Pipe at Point 1 to reach this secret outdoor area. Carefully avoid the Bony Beetles here as you bounce off the Note Blocks to hit the POW Block above. This will defeat all of the Bony Beetles and cause the first Star Coin to fall from the sky! You can also reach the POW Block by wall jumping off the right wall and using a midair spin to reach the high platforms, or with a flying squirrel jump.

STAR COIN 2

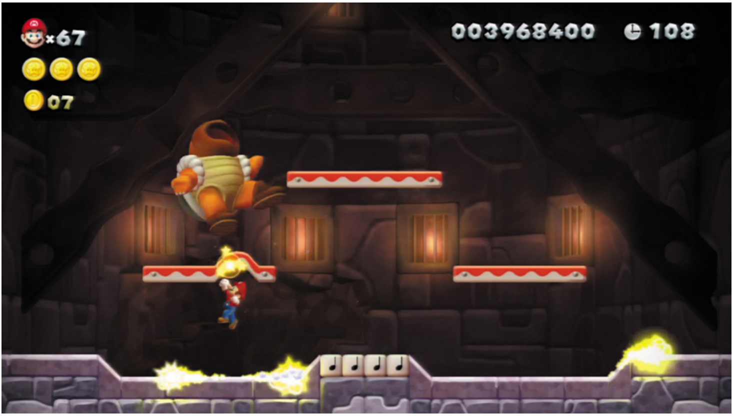


Higher up the tower, the second Star Coin lies at the end of a Screwtop Lift's track. Carefully avoid the spinning Fire Bar as you ride the Screwtop Lift over to the Coin.

STAR COIN 3



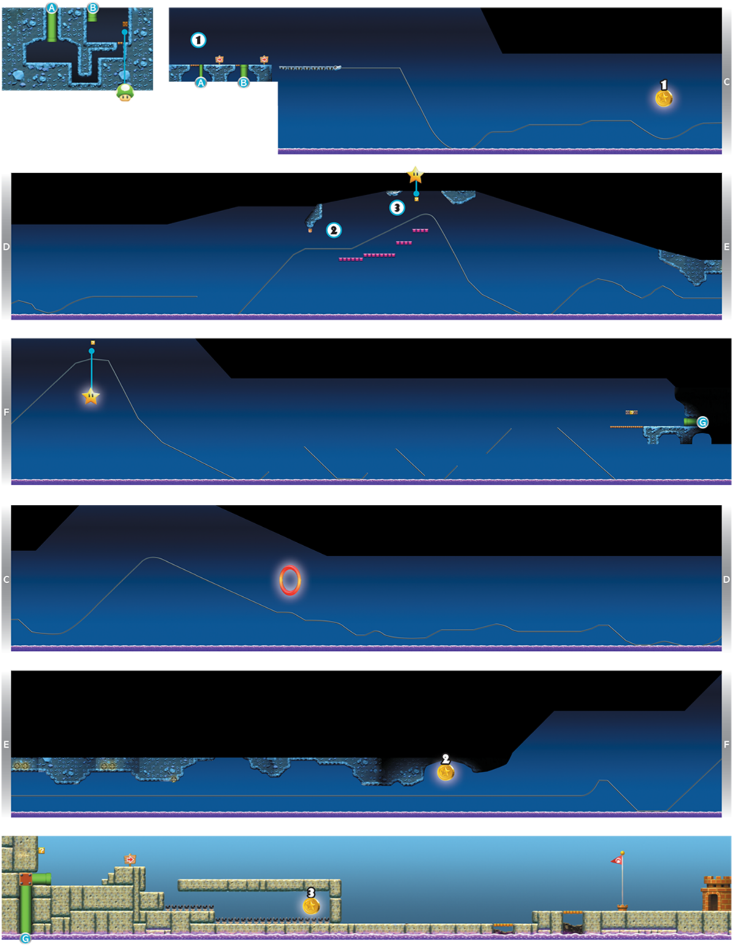
Before entering the Boss Door, jump up and bump some hidden blocks above the platform to the left. Keep hitting hidden Blocks as you work your way up to the final Star Coin!



Having failed to defeat Mario far too many times, Boom Boom is replaced by an even more challenging adversary: Boss Sumo Bro! Avoid this big baddy's electrical attacks as you seek to stun him by jumping up and bumping him from below. Quickly jump up and stomp Boss Sumo Bro while he's stunned, and stomp the big brute three times to put him down for the count!

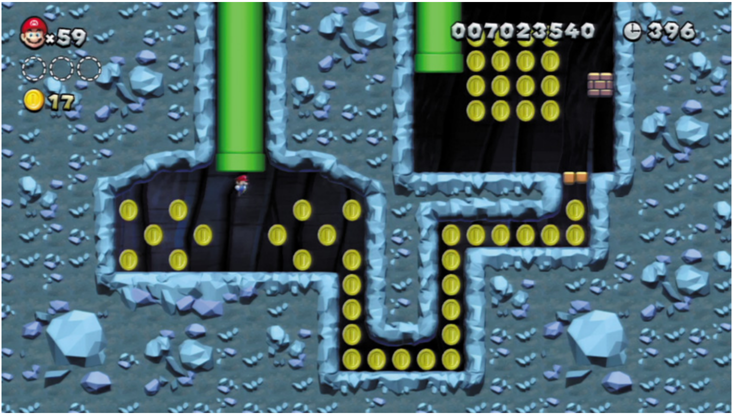
Rock-Candy Mines 6

Thrilling Spine Coaster



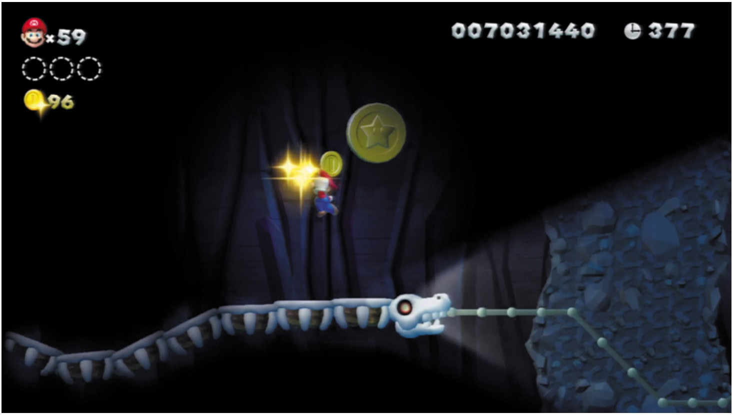
Note

Though this stage is given a number, it actually serves as the Rock-Candy Mines' secret stage. Unlock it by discovering the secret exit in Rock Candy Mines Tower—Grinding-Stone Tower.



Visit this stage as Mini Mario and enter the tiny Warp Pipe at the start to explore a Coin-filled cavern. Hit the Brick Block down here and grab the 1-Up Mushroom that pops out before returning to the surface.

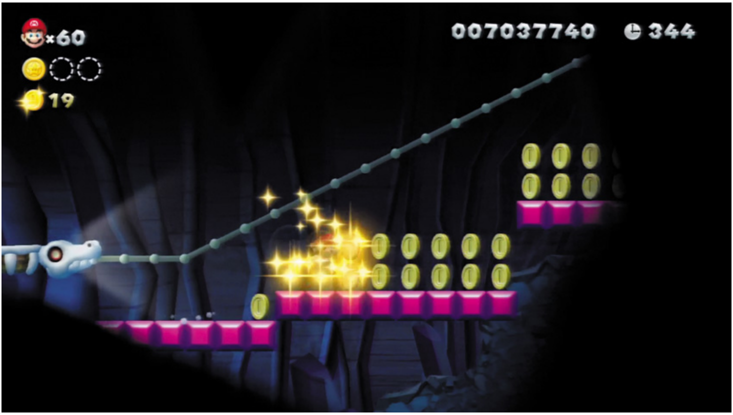
STAR COIN 1



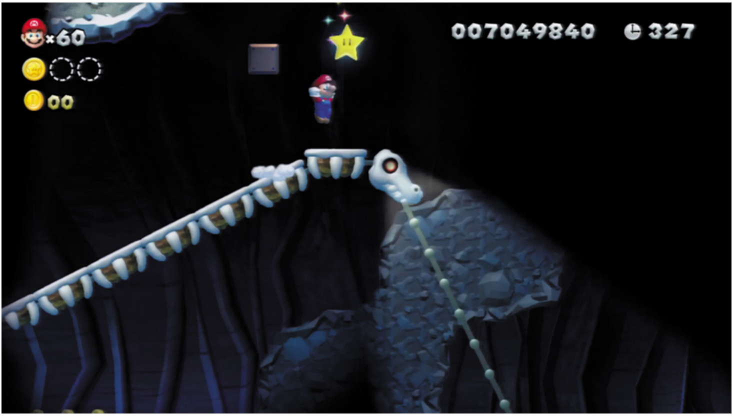
Jump up and grab the first Star Coin here as the Spine Coaster zips along its track. Two to go!

Tip

Try to keep near the front of the Spine Coaster, and you'll have less risk of falling off it when jumping up to collect the goodies that line the track.



Hit the overhead ? Switch here to make some pink blocks appear to the right. Run along the blocks and collect some extra Coins while the Spine Coaster slowly ascends the track.

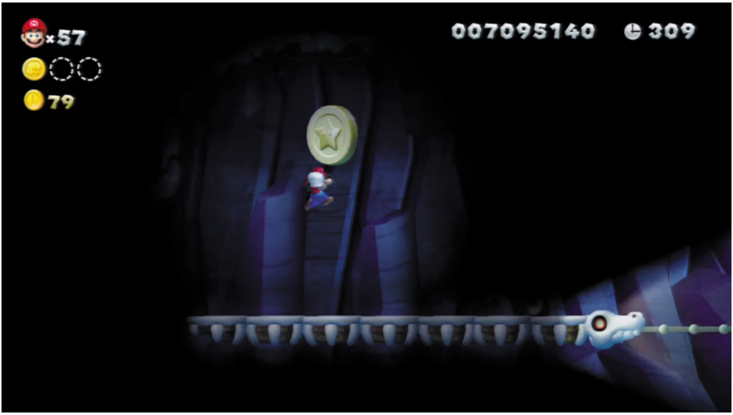


Hit the ? Block here to obtain a Super Star, then jump up and defeat the overhead Spike Tops as you speed along the next stretch of track. Defeat all of those Spike Tops with Super Star power to score a 1-Up!

Tip

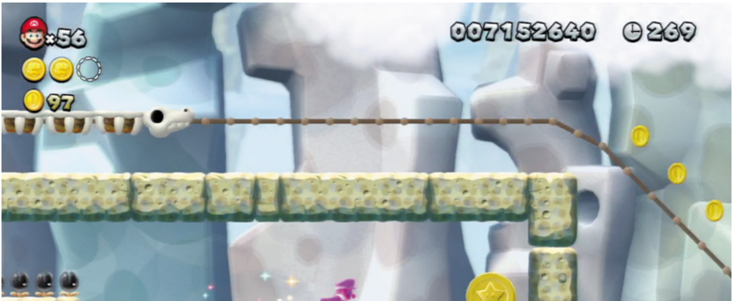
Collect Super Stars to illuminate this dark stage and make your thrill-ride less frightening!

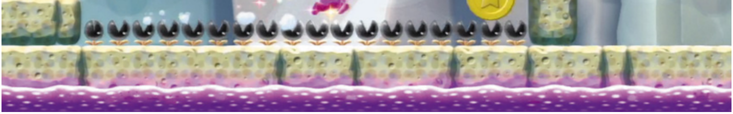
STAR COIN 2



The second Star Coin lies just beyond the Spike Tops, and it can be tough to spot as you speed past. Count three patches of normal Coins after you pass the Spike Tops, then leap up and collect the Star Coin as you whiz by. This Star Coin is much easier to see when you collect the Super Star at Point 3.

STAR COIN 3





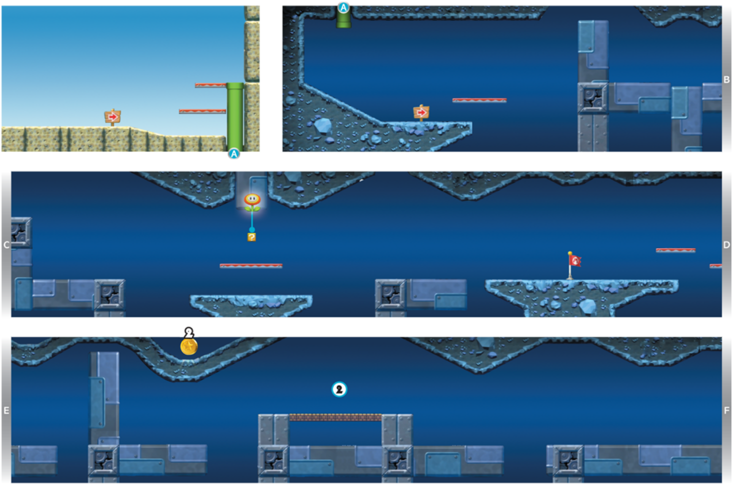
You must preserve Super Star power through the end of the stage if you wish to collect the final Star Coin. Hit the overhead ? Block after you emerge from the ending Warp Pipe, and you'll receive a Super Star—but only if you're supercharged by Star power when you hit the ? Block! While powered by a Super Star, you can safely dash across the Munchers that guard the final Star Coin.

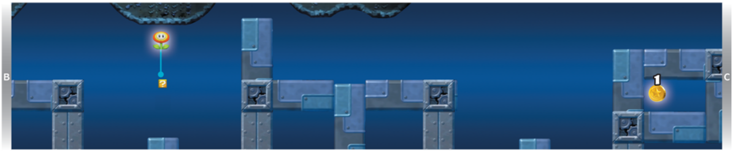
Tip

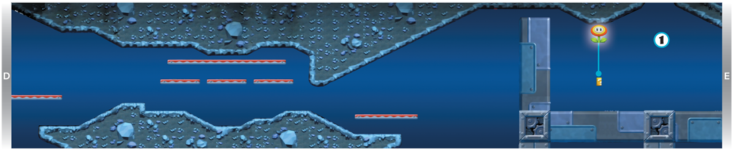
Preserve your Star power by hitting ? Blocks to obtain additional Super Stars before your Star power runs out.

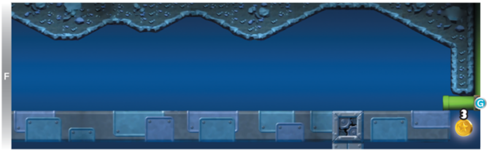
Rock-Candy Mines 7

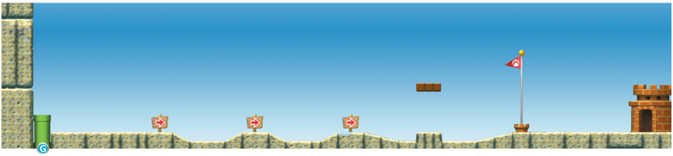
Shifting-Floor Cave



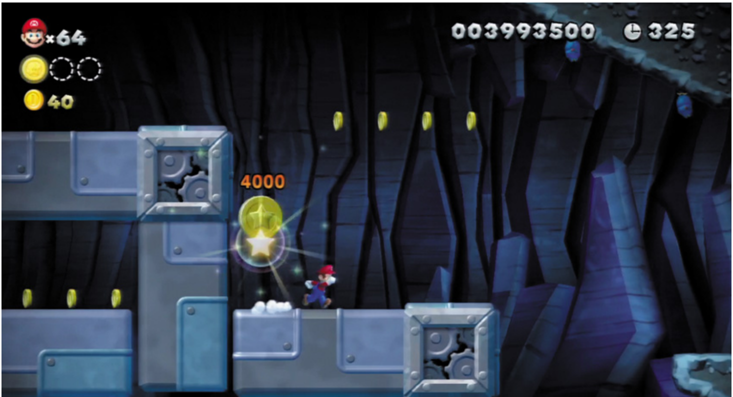




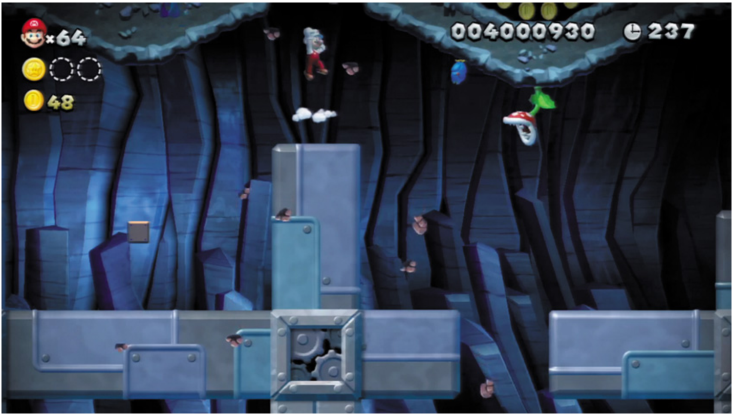




STAR COIN 1

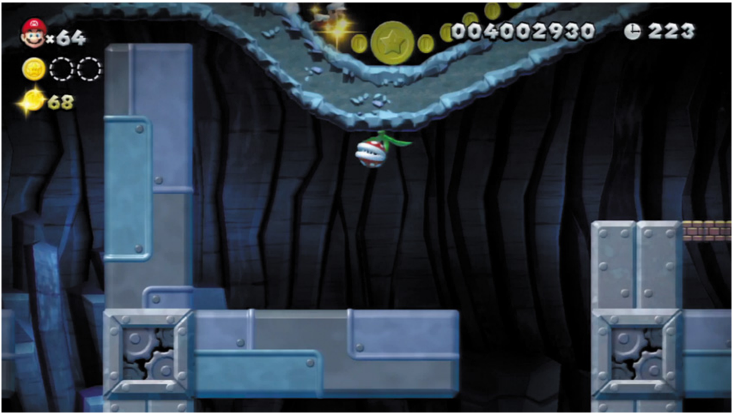


Stand on the vertical Cross Lift above the first Star Coin, and wait for the Cross Lift below the Star Coin to extend. Drop and collect the Star Coin while the lower Cross Lift is extended, then hurry to safety.

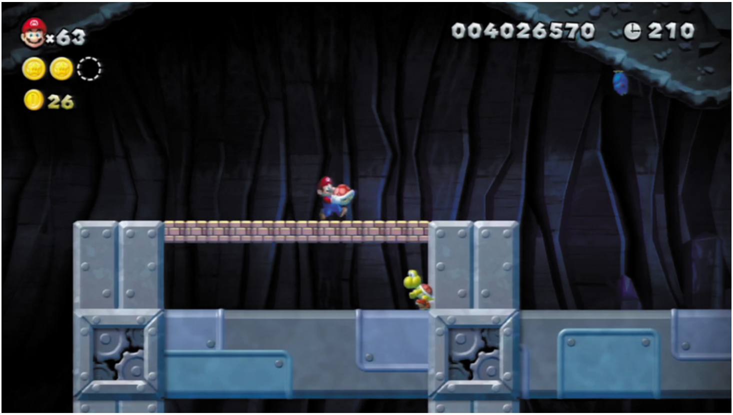


Allow a vertical Cross Lift to hoist you up to this hole in the ceiling, then jump up to reach a secret path that runs along the roof. Dash to the right, collecting Coins as you go.

STAR COIN 2

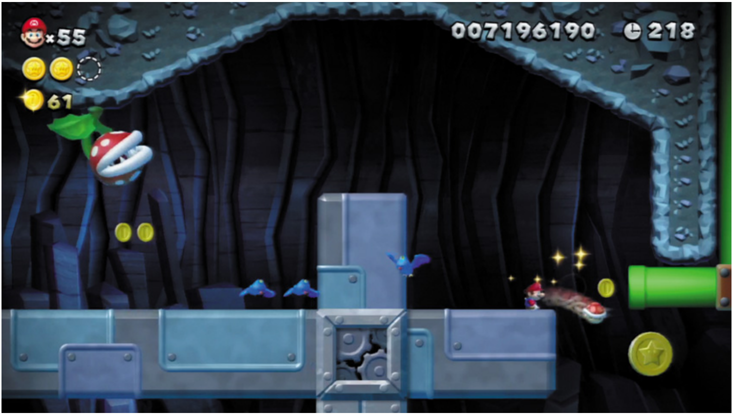


Leap through the ceiling at Point 1 to reach a hidden rooftop path that leads to the second Star Coin. Score!



If you wish to obtain the final Star Coin, stun one of the two Koopas here and carry its shell across the long series of Cross Lifts to the right. Hurry across the Cross Lifts before the Koopa you're carrying recovers!

STAR COIN 3



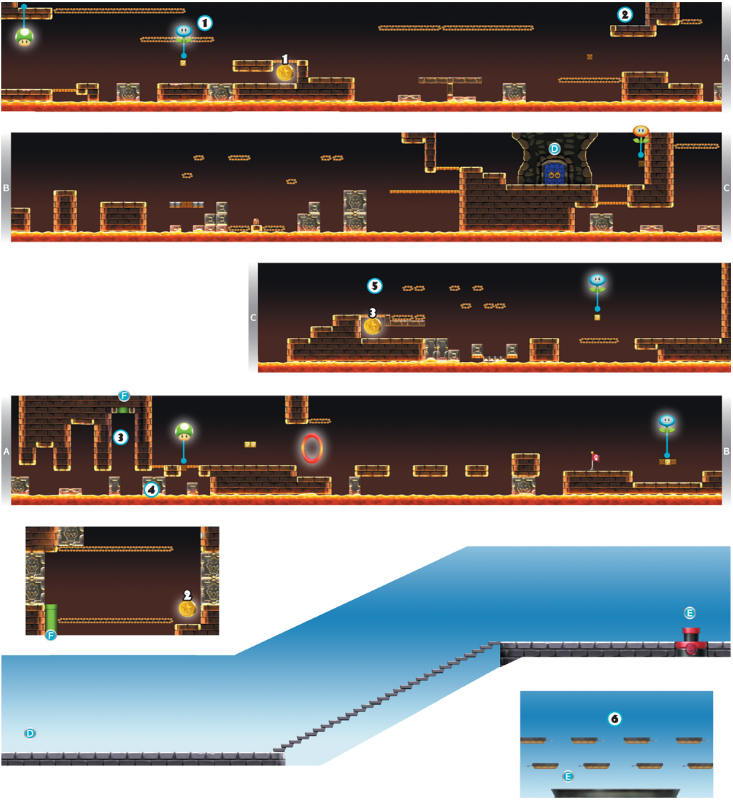
Claim a Koopa shell at Point 2, then quickly carry it over to this final Star Coin. Toss the shell while the final Cross Lift is extending toward the Star Coin so that the shell slides off the edge and collects the Coin for you. What a throw!

Tip

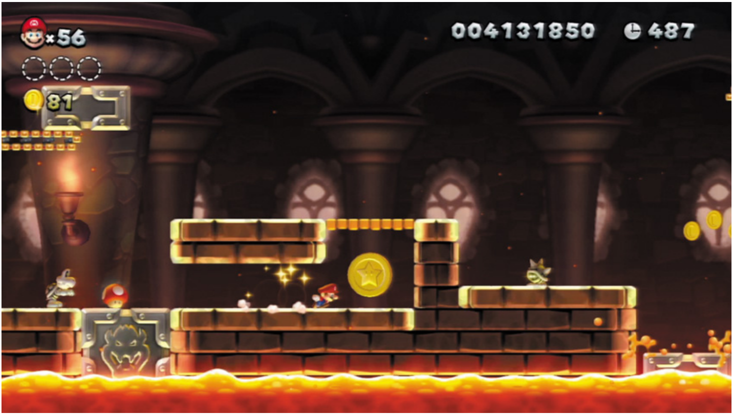
When attempting to collect the third Star Coin, it helps to throw the Koopa shell and then run behind it as you dash along the final stretch of Cross Lifts. Reclaim the Koopa shell when you near the Star Coin, then throw the shell to collect the Star Coin. This works because the Cross Lifts will be moving left and right, which can slow down the shell, allowing you to catch up to it.

Rock-Candy Mines Castle

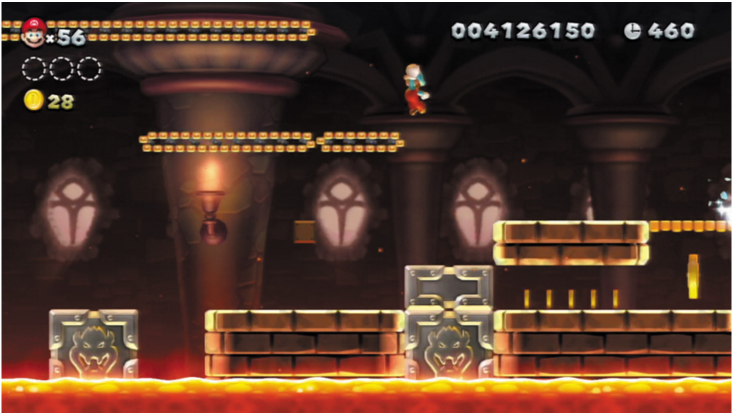
Roy's Conveyor Castle



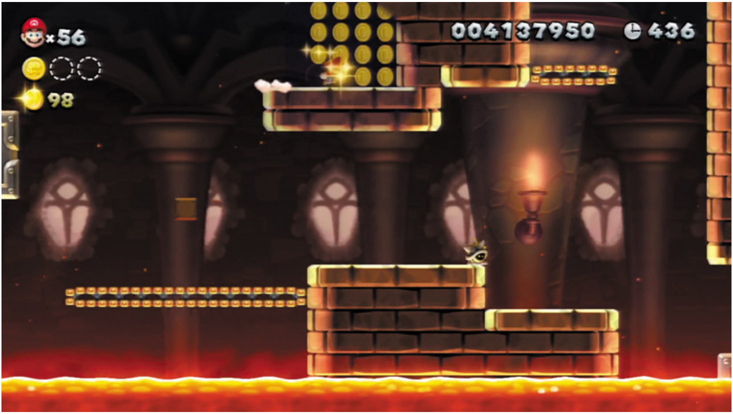
STAR COIN 1



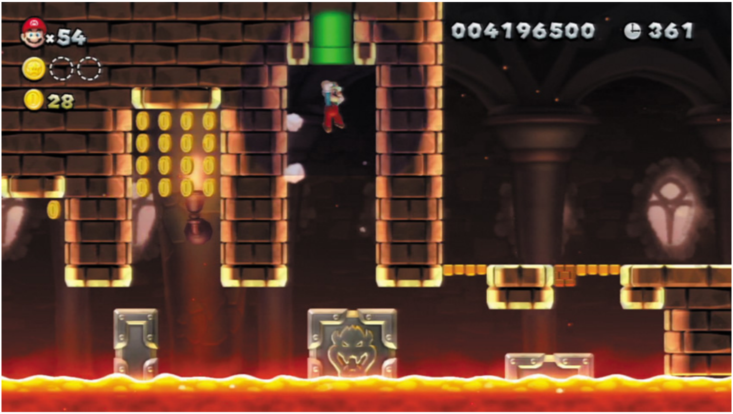
Hurry over to this first Star Coin, or you'll miss your chance to grab it. Allow one Iron Block to fall and cover the lava pit to the left of the Star Coin, then quickly dash across before a second Iron Block falls and prevents you from reaching the Coin.



Leap across the conveyor belts above the starting point to claim some extra Coins. Stand near the far wall and jump up, and you'll also bump an out-of-sight Brick Block that pumps out a 1-Up Mushroom!

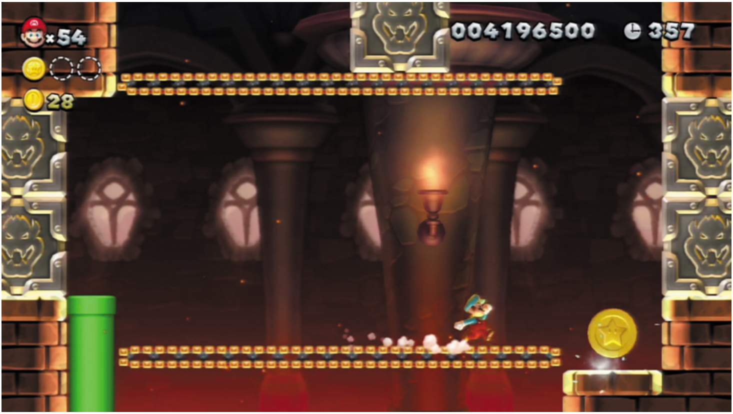


Jump from the 10-Coin Block here to reach a hidden nook above, where more bonus Coins are stashed.

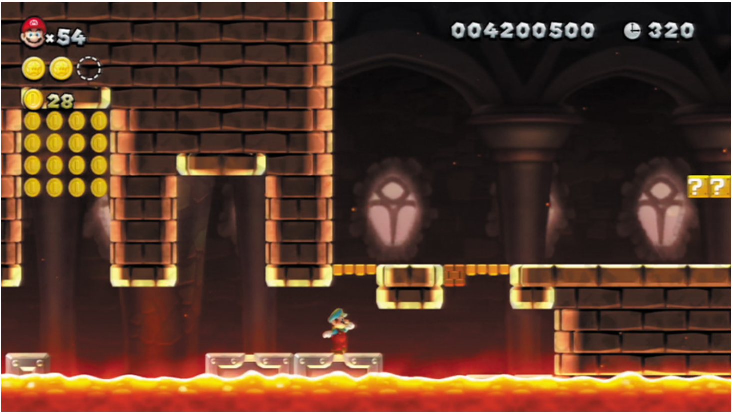


While riding an Iron Block across the lava here, wall jump up to a hidden overhead Warp Pipe.

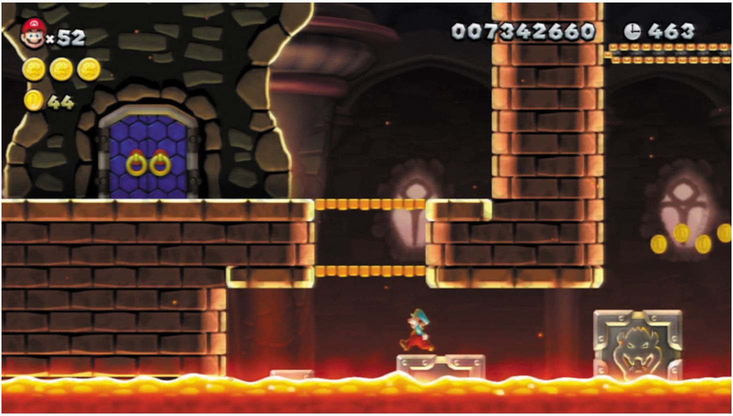
STAR COIN 2



The second Star Coin is kept in a secret side room—enter the Warp Pipe at Point 3 to get here. Hurry and dash over to the Star Coin before an overhead Iron Block falls and covers it up!

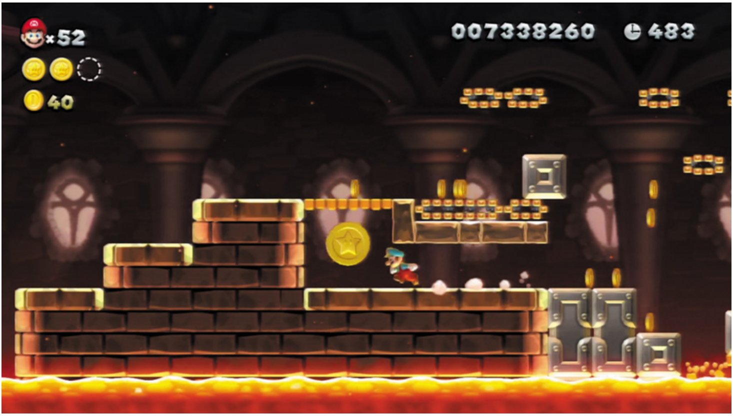


Ride a short Iron Block over to the Brick Block here, then bump it from below to make a 1-Up Mushroom emerge. Good stuff!

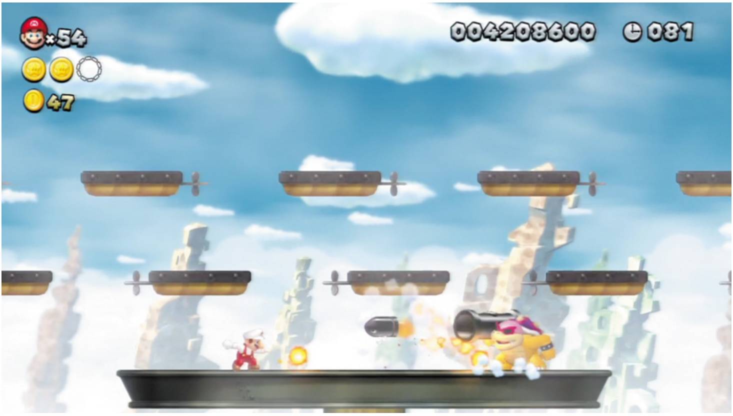


To reach this section of the castle, you must manipulate the World Map's Red Switches in order to reveal a path that leads to the back of the castle. One way to do this is to discover the secret exit in Rock-Candy Mines 5—Walking Piranha Plants! Discovering the secret exit there opens a World Map path that leads to a Red Switch, which you may use to create the passage that leads to the back of the castle.

STAR COIN 3



This stage's final Star Coin can be collected only when you sneak into Roy's castle using its secret back entrance, as detailed at Point 5. Hit the ? Switch here to make a bunch of Iron Blocks fall from the overhead conveyor belts, then quickly dash across the crates before the last one falls and seals off the Star Coin.



Regardless of which route you take through his castle, Roy will be ready to face you aboard his airship. This crazy Koopa carries a cannon that fires Bullet Bills, so be on your guard! After firing, Roy often jumps to a new platform, which makes him tough to catch. Stay mobile as you seek to stomp Roy three times to defeat him!

Tip

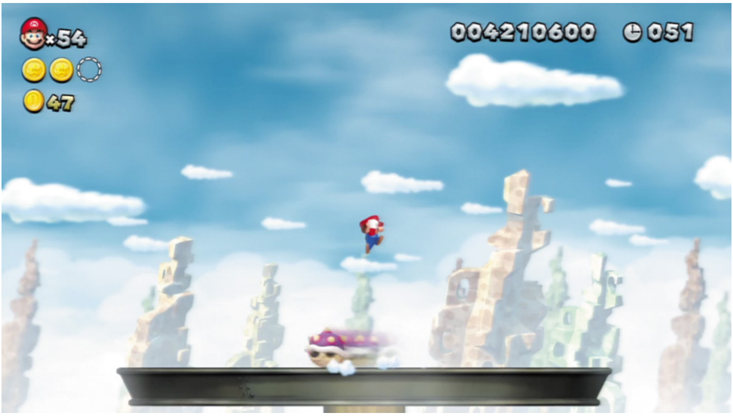
Try hanging out on the higher platforms above Roy—he'll be automatically stomped when he jumps up into Mario's feet!

Caution

Sometimes Roy fires two Bullet Bills from either end of his cannon, so you're not always safe when standing behind him.

Tip

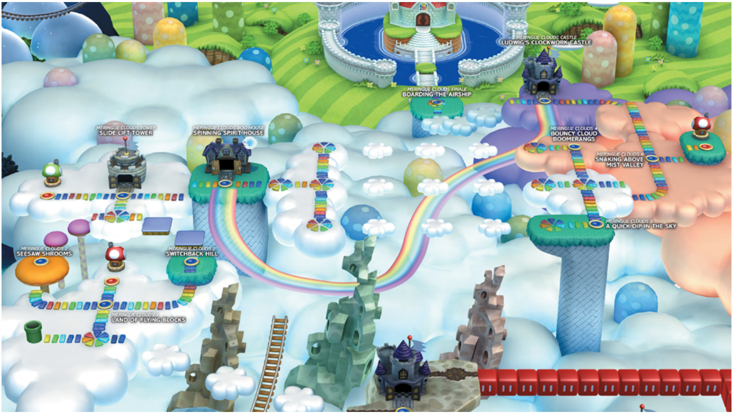
When battling Roy as Ice Mario, freeze his Bullet Bills with iceballs and then throw them back at Roy to score damage!



Like most other bosses you've battled, Roy turtles up and spins back and forth in his spikey shell after each stomp. The overhead platforms vanish during this time, so there's nowhere to hide! Leap over Roy each time he zooms past, and try to stomp him again the moment he pops out of his shell.

Worlds

Meringue Clouds

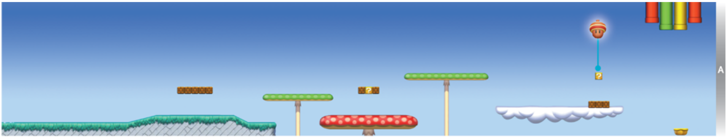


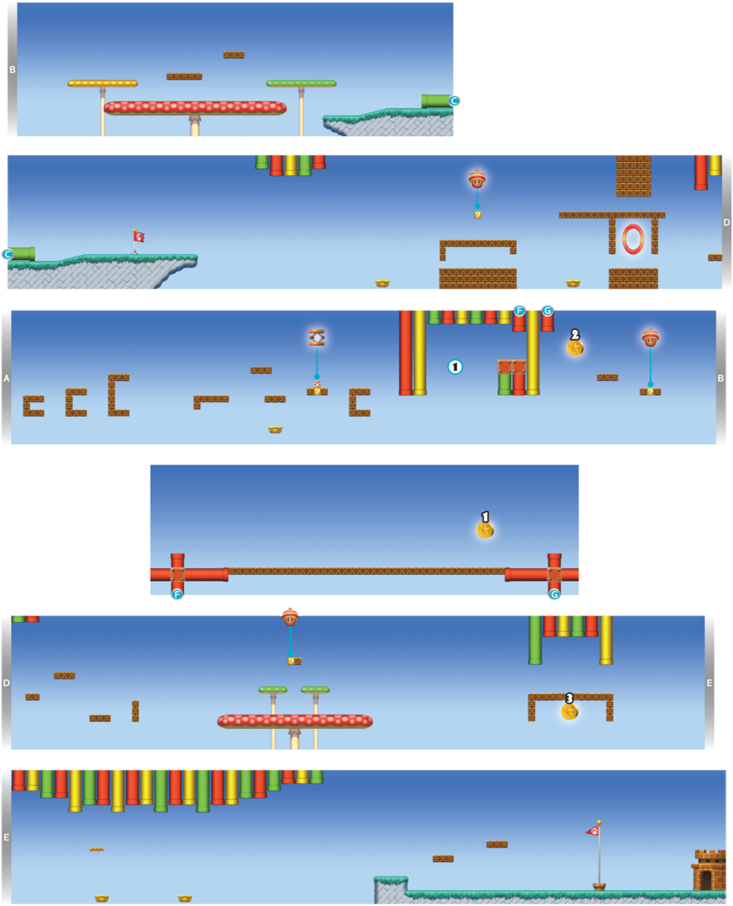
Locations

Levels	Toad Houses	Map Enemies	Boss
10	3	None	Ludwig/Bowser Jr.

Meringue Clouds 1

Land of Flying Blocks





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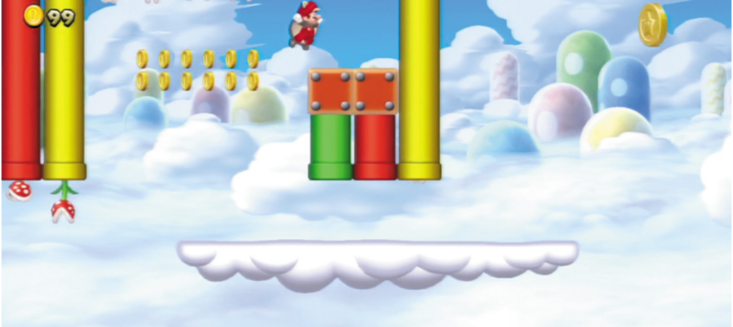
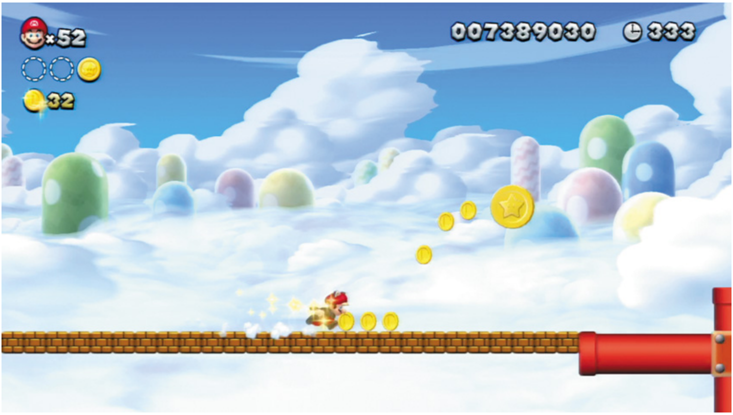


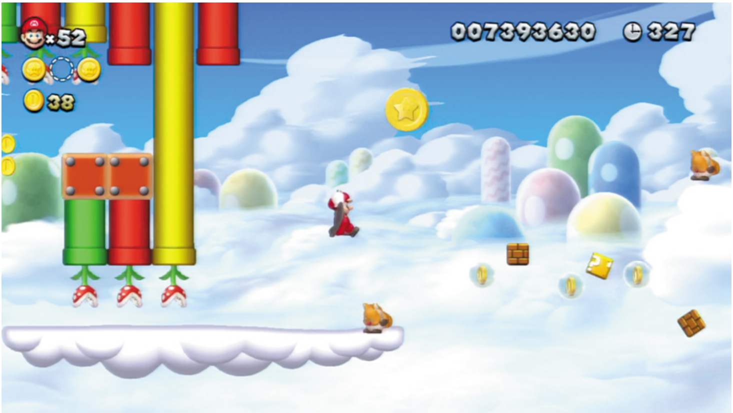
Hit the ? Block to the left of this Point to obtain a rare Trampoline. Quickly carry the Trampoline onto the Cloud Lift that carries you through this stage, then bounce off the Trampoline to reach the high red Warp Pipe here, which leads to a secret area. Just beware of the many Piranha Plants that pop out of the other nearby Warp Pipes! Flying Squirrel Mario can also reach this Warp Pipe with less hassle by using a flying squirrel jump.

STAR COIN 1



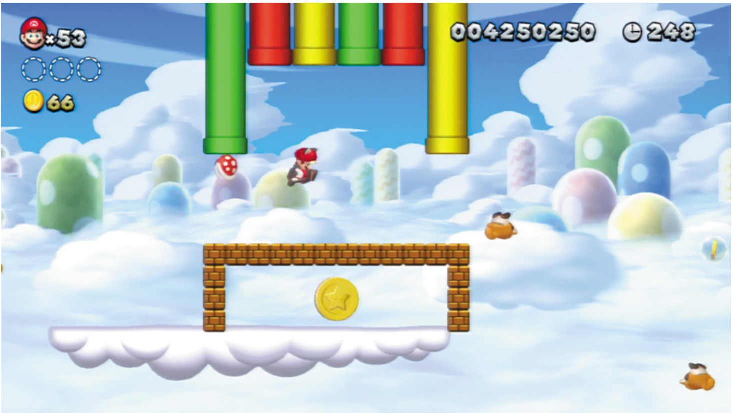
Enter the overhead red Warp Pipe at Point 1 to visit this secret area. Dash along the long row of Brick Blocks that appear to the right, then jump up and collect the Star Coin at the end of the run.

STAR COIN 2



There are several ways to reach the second Star Coin. You can use the Trampoline found at Point 1 to bound up to it, or simply soar up and grab it with a flying squirrel jump. You can also leap up to the Coin without any special tricks if you jump along the Brick Blocks that fly up from below—but you must hurry and make it back to the Cloud Lift before those Brick Blocks fly away!

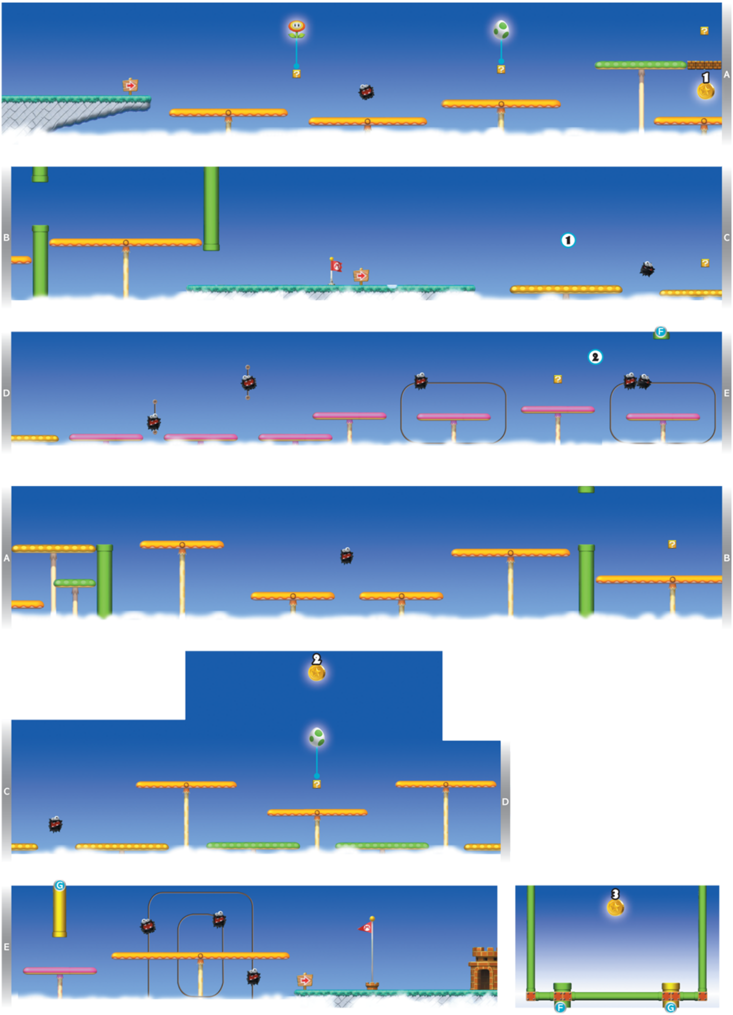
STAR COIN 3



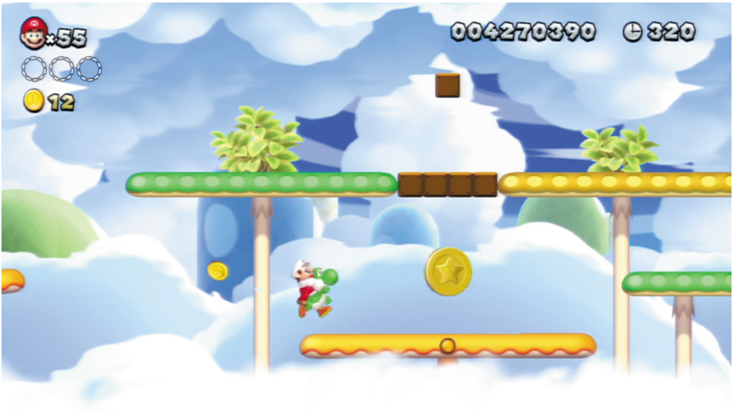
Jump onto the Brick Blocks that fly up and surround the third Star Coin, then ground pound through the Brick Blocks and claim the Star Coin before the Cloud Lift drifts away.

Meringue Clouds 2

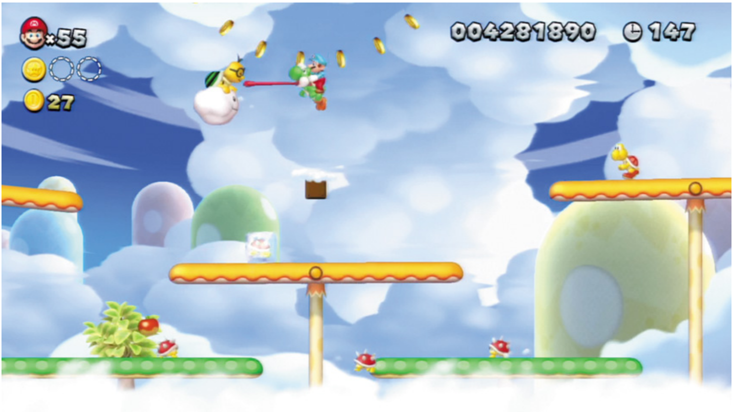
Seesaw Shrooms



STAR COIN 1



Stand on the right side of the Seesaw Shroom that lies to the left of this first Star Coin. When the Seesaw Shroom's right side dips low, jump over to the Star Coin with the help of Yoshi, or glide over to it as Flying Squirrel Mario.

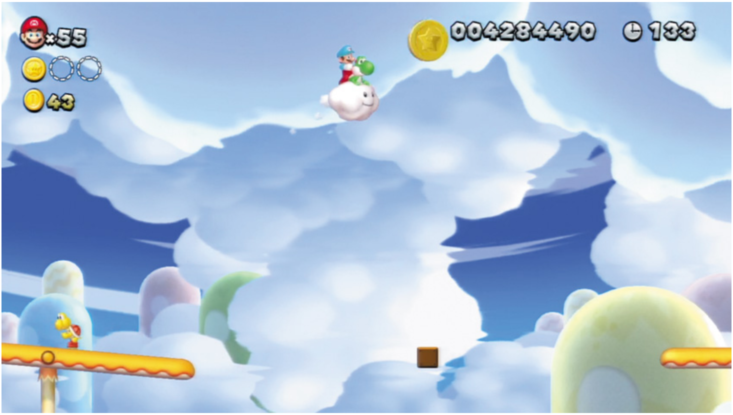


Look out—Lakitu arrives when you come near this Point! Leap up the tall Seesaw Shrooms to the right and try to defeat Lakitu with a fireball, stomp, or by gobbling him up with Yoshi. Then commandeer his cloud and take to the skies!

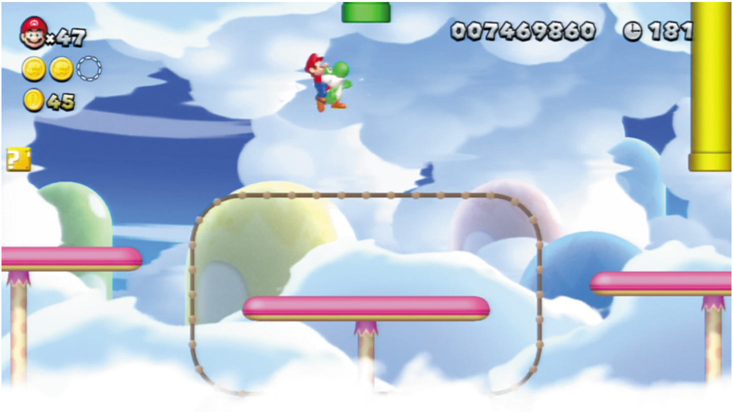
Note

You can board Lakitu's cloud even while riding Yoshi.

STAR COIN 2



Steal Lakitu's cloud, then soar up and snag this super-high Star Coin. Sweet!

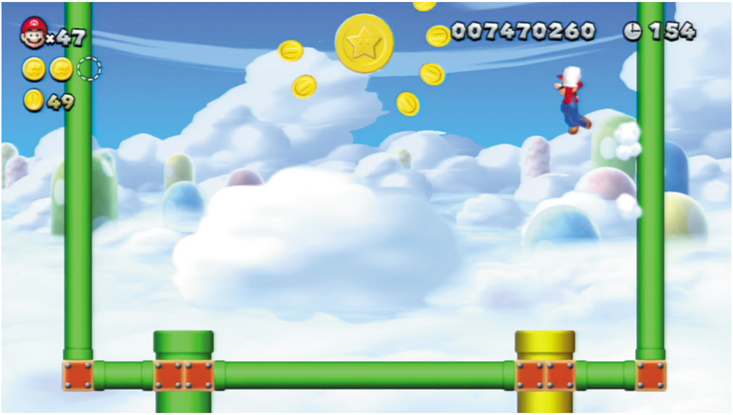


While riding Yoshi, leap from the taller Stretch Shroom near this point, and aim to enter the overhead Warp Pipe. You'll need to dismount Yoshi by performing a spin to slip inside the Warp Pipe.

Tip

You can also enter this overhead Warp Pipe by bouncing off the nearby Fuzzies while riding Yoshi, or by flying up into the Warp Pipe after you've stolen Lakitu's cloud. You can also freeze these Fuzzies with iceballs and then jump off them to reach the Warp Pipe if you're quick.

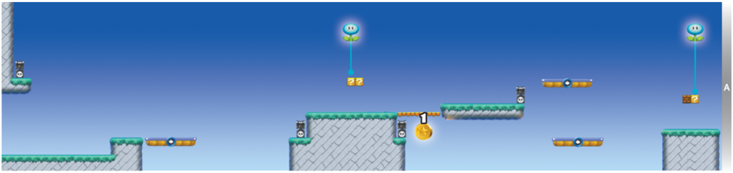
STAR COIN 3

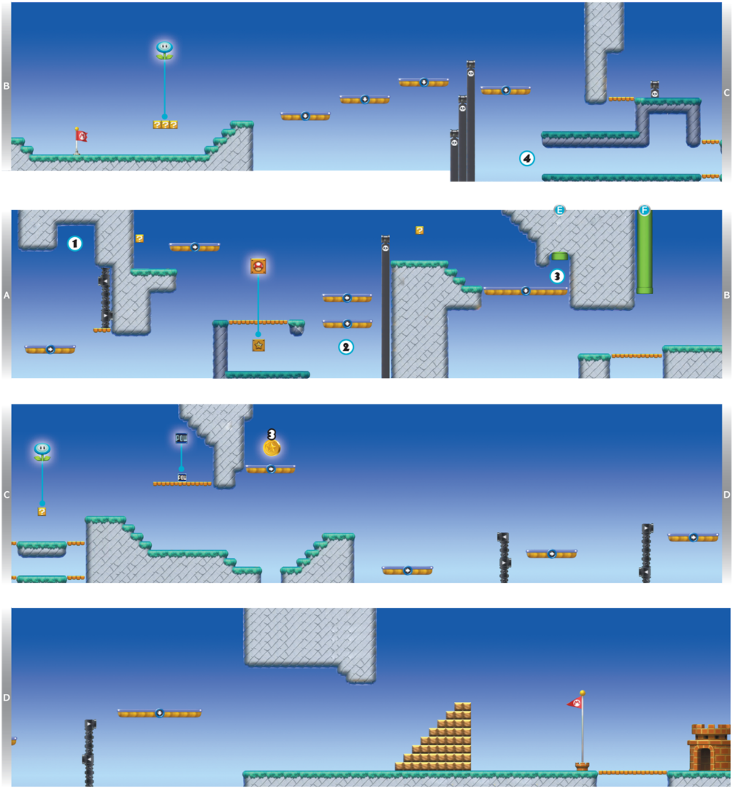


The final Star Coin floats on high in this secret area—enter the Warp Pipe at Point 2 to get here. Stand on one of the Warp Pipes up here, then make a big wall jump toward the Star Coin. Perform a spin as you near the Star Coin to preserve your height and grab it. Nice moves!

Meringue Clouds 3

Switchback Hill





STAR COIN 1

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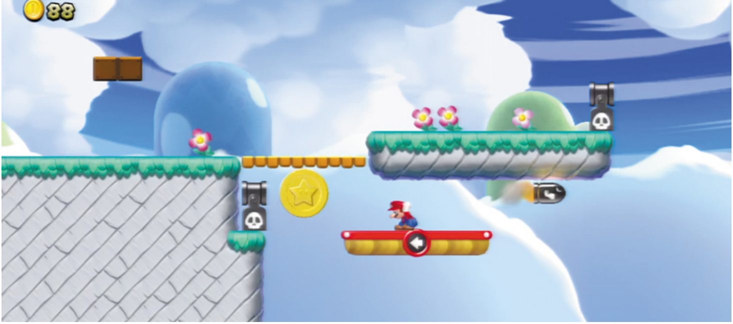
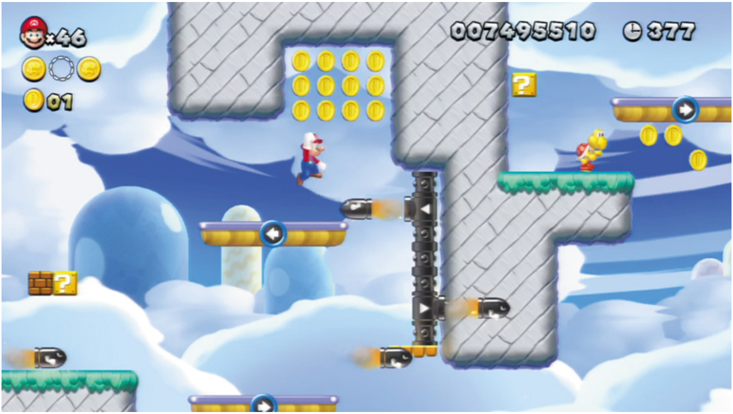


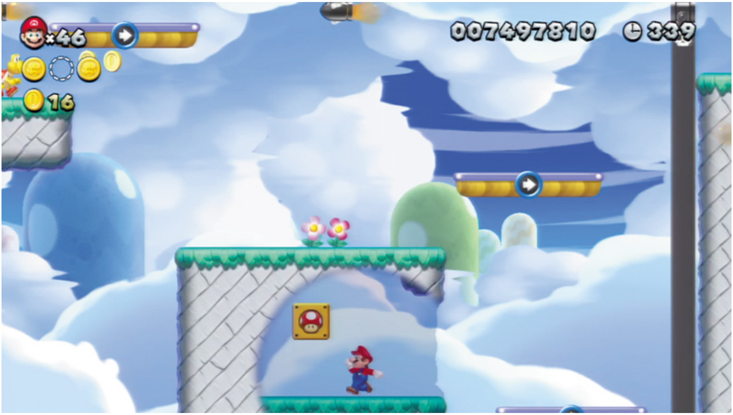
Drop from this stage's second arrow lift and land on the arrow lift below. Crouch as you ride the lower arrow lift to the left, so that no Bullet Bills will hit you as you travel toward the first Star Coin.

Note

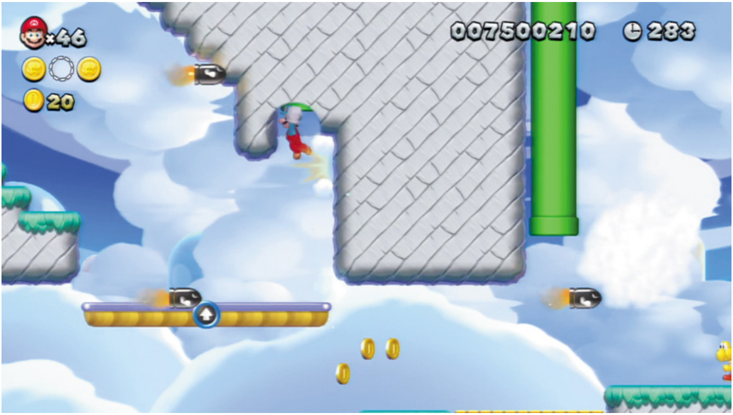
Bill Blasters won't fire while you stand on top of them or next to them.



Coin collectors can bounce off Bullet Bills to reach the floating Coins way up here. You can also ride a arrow lift over and wall jump up to the Coins.

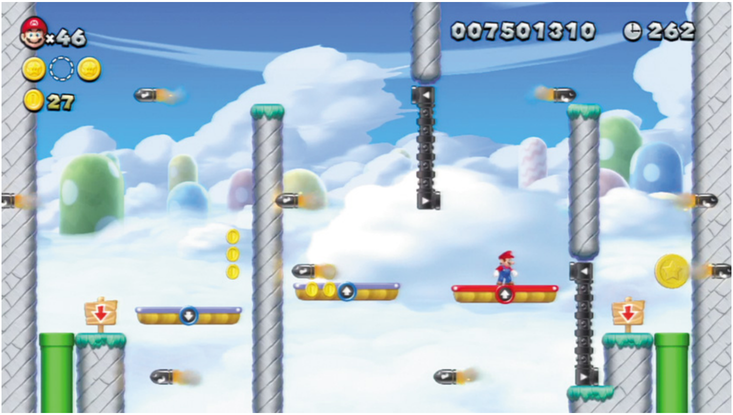


Hop onto the low arrow lift here. It will ferry you downward. Jump into the left cliff, and you'll pass through a false wall, discovering a hidden Roulette Block!

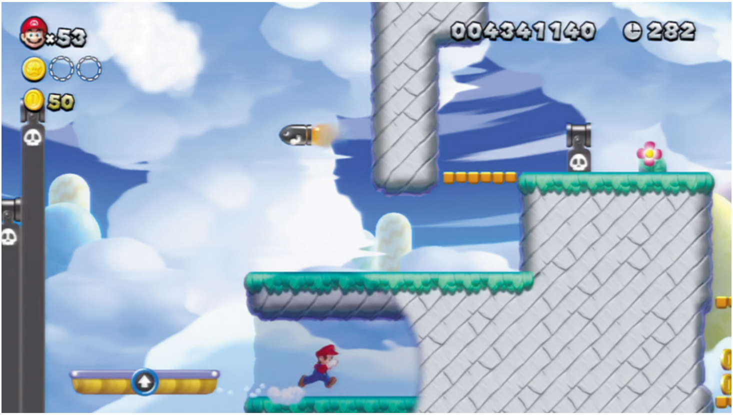


Wall jump up the cliff here to discover a hidden overhead Warp Pipe. Slip inside to visit a secret area!

STAR COIN 2

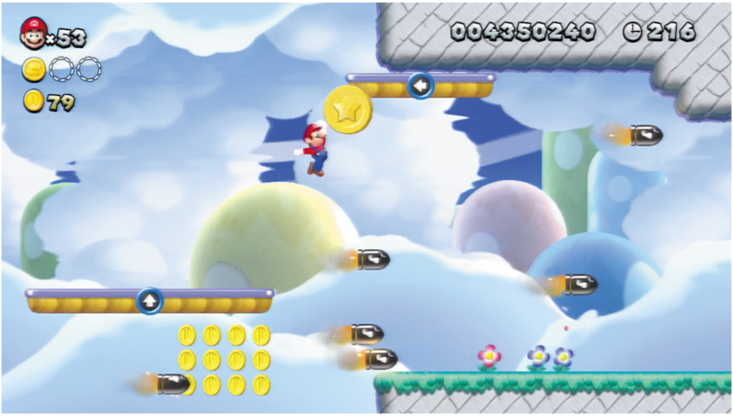


The second Star Coin is kept in a secret area—enter the Warp Pipe at Point 3 to discover it. Ride the arrow lifts toward the Star Coin, jumping and crouching as needed to dodge the many Bullet Bills along the way.



Ride the arrow lift here all the way down, then jump into the side of the low cliff to the right. You'll pass through a false wall, discovering a hidden passage that leads to a cluster of Coins!

STAR COIN 3



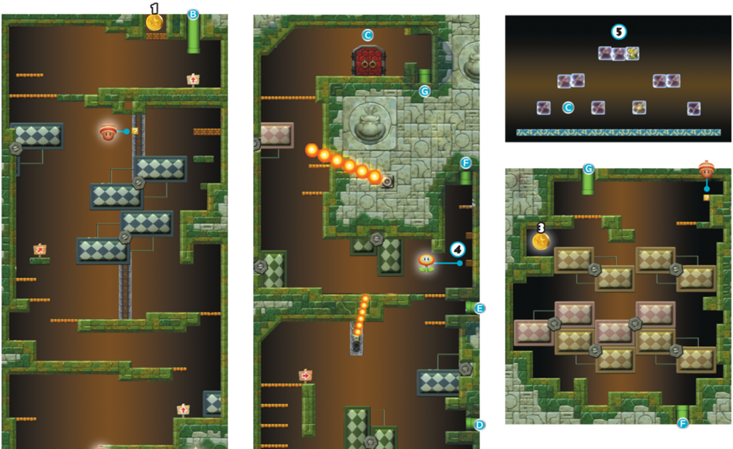
Toss a POW Block to cause this Star Coin to drop onto a high arrow lift. Hurry and chase after the Star Coin—when it reaches the far cliff, it will be knocked down into a pit. Make sure you arrive in time to grab it!

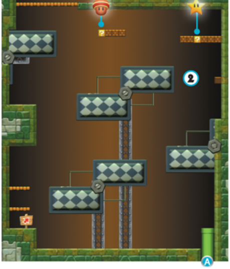
Tip

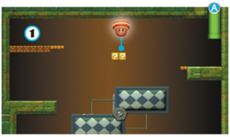
Flying Squirrel Mario can collect this Star Coin more easily with a flying squirrel jump. You can also bounce off the third Bill Blaster to collect the third Star Coin.

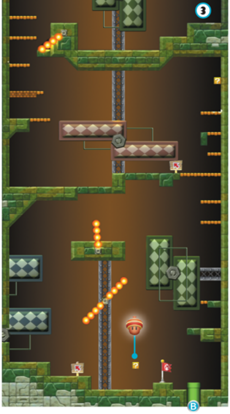
Meringue Clouds Tower

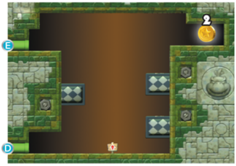
Slide Lift Tower

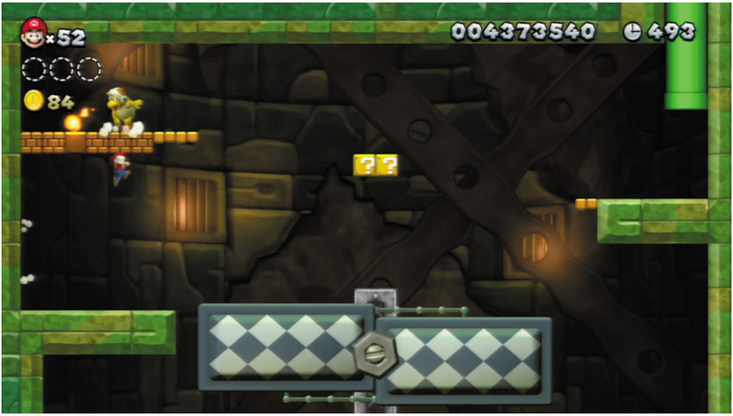












Bump the Brick Blocks below this first chamber's Fire Bro to defeat him. Crossing the central Slide Lifts is much easier when you don't have to dodge fireballs!

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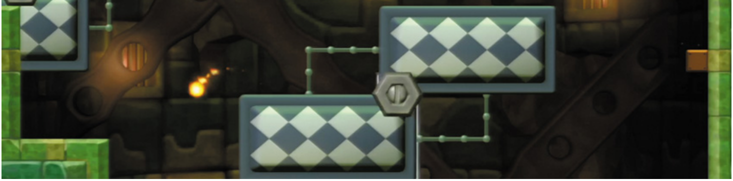
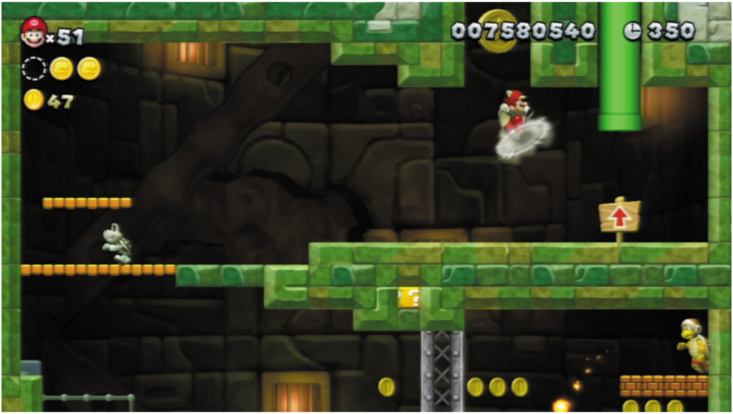
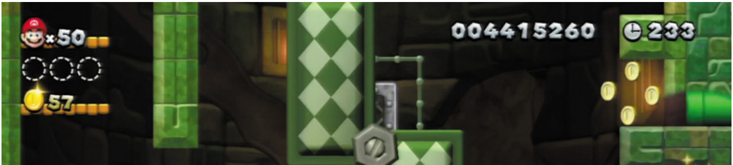


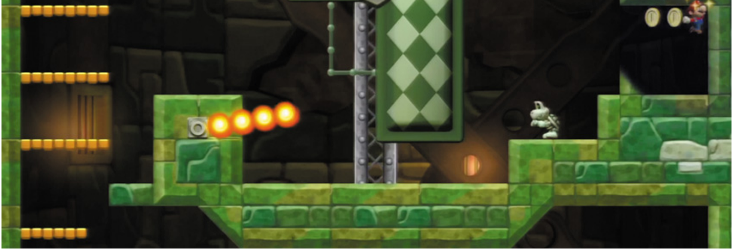
Jump up and bump a hidden Block here, then jump from the hidden Block and bump the Brick Blocks below the overhead Fire Bro to defeat him. That takes care of that!

STAR COIN 1



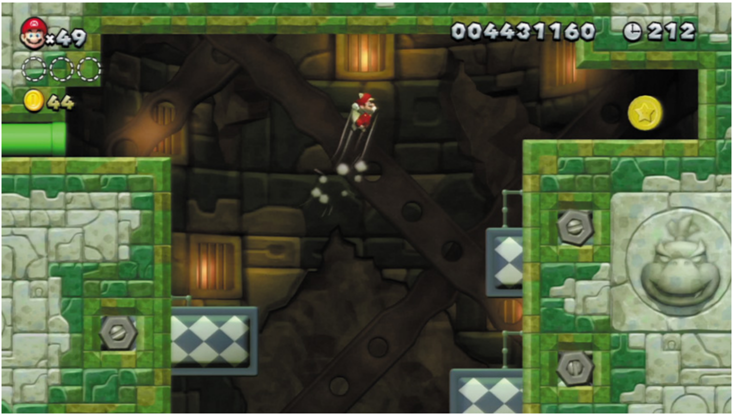
Flying Squirrel Mario has the easiest time of collecting the first Star Coin. Use his flying squirrel jump to soar up, smash through the overhead Brick Blocks, and claim the Coin. It's also possible to bounce off the Fire Bro and collect the Star Coin, but you must first perform a double jump over the Fire Bro to bash the Brick Blocks. Even if you defeat the Fire Bro, it's still possible to bash through the Brick Blocks and collect the Star Coin if you triple jump just right.





Find some Coins behind a false wall here. There's also a Warp Pipe hidden behind another false wall just above—head through that hidden Warp Pipe to visit a secret area.

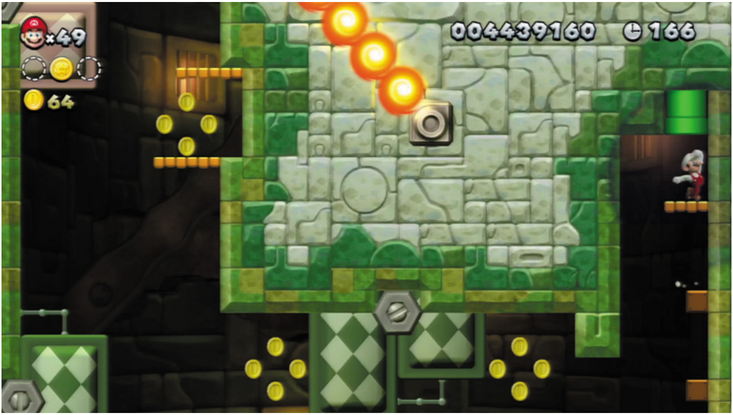
STAR COIN 2



Only Flying Squirrel Mario can traverse the Slide Lifts in this secret room and claim the Star Coin above. Wall jump off the lowest set of Slide Lifts, then glide over to the Slide Lifts on the left. Land and then quickly perform a flying squirrel jump upward, aiming to land on the same set of Slide Lifts when the top Slide Lift emerges from the left wall. From this height, you can leap over and perform another flying squirrel jump to reach the Star Coin. Of course, the top-right Slide Lifts are always there if you need them!

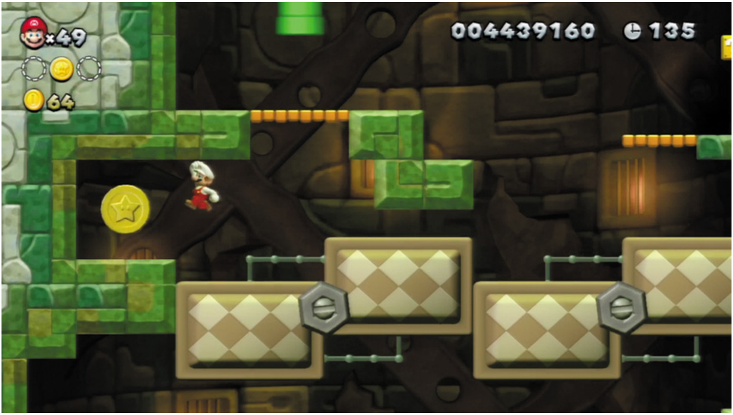
Tip

Mini Mario can reach this Star Coin more easily.

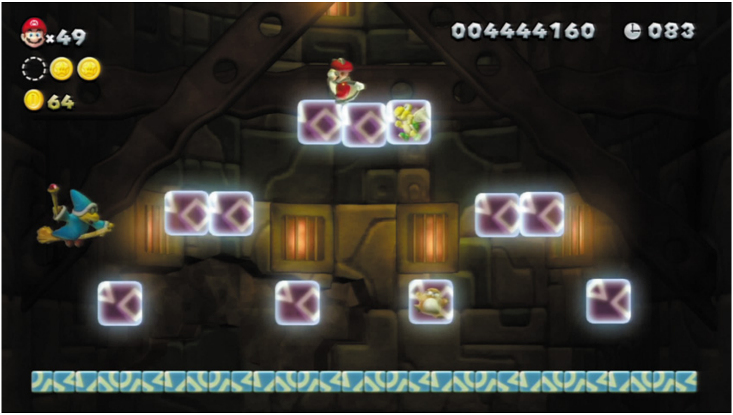


Jump up and hit a hidden Block here, then jump from the hidden Block to bump another hidden Block above. Jump from the top Block to pass through a false ceiling and discover an overhead Warp Pipe.

STAR COIN 3



Enter the hidden Warp Pipe at Point 4 to reach this secret area, where the final Star Coin is kept. Carefully make your way up to the Star Coin without being squashed by the Slide Lifts and claim this final prize.



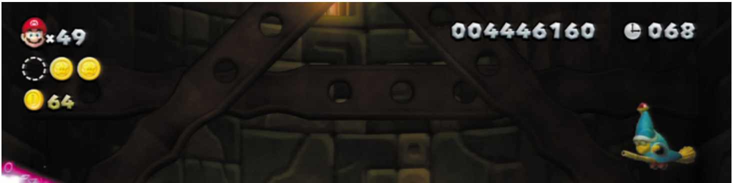
Having run out of flunkies to enchant, the great Magikoopa himself must battle Mario atop the tower. Magikoopa flies around and summons a number of magical platforms, some of which contain imprisoned enemies. Quickly jump up the platforms, seeking to stomp Magikoopa when the mini-boss teleports into view.

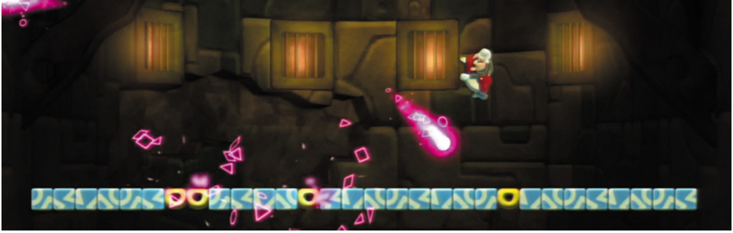
Tip

Magikoopa often teleports from one side of the area to the other. If you happen to miss him, expect him to reappear on the opposite side of the room, and hurry over there ahead of him.

Caution

If you fail to stomp Magikoopa, he will eventually cause his platforms to fall. They'll shatter when they hit the ground, freeing the enemies that were trapped within! Avoid or defeat these lowly foes while you wait for Magikoopa to summon more platforms.

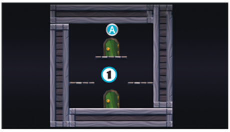


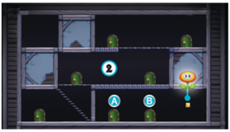


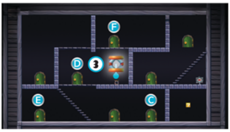
After you stomp Magikoopa, he'll begin to cast evil spells. Dodge his spells, but beware: When the spells strike the ground, they'll cause Donut Blocks to appear! Stomp him three times to defeat him!

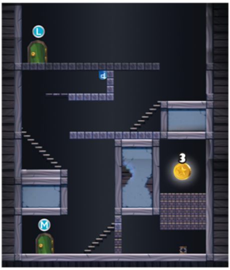
Meringue Clouds Boo House

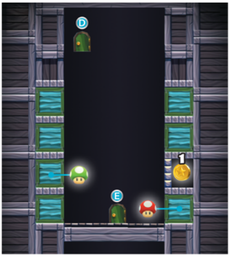
Spinning Spirit House

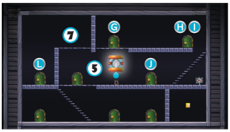


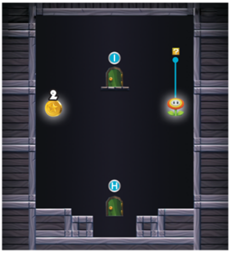


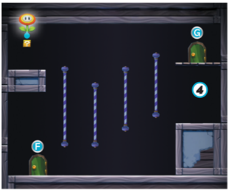


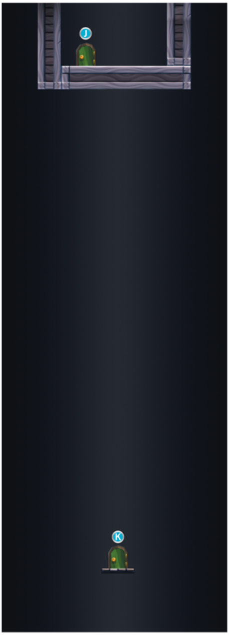


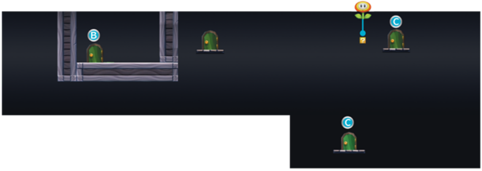


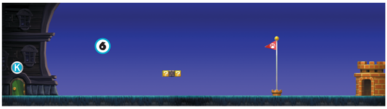


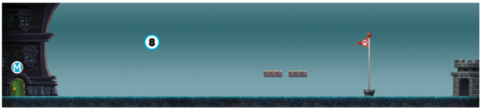


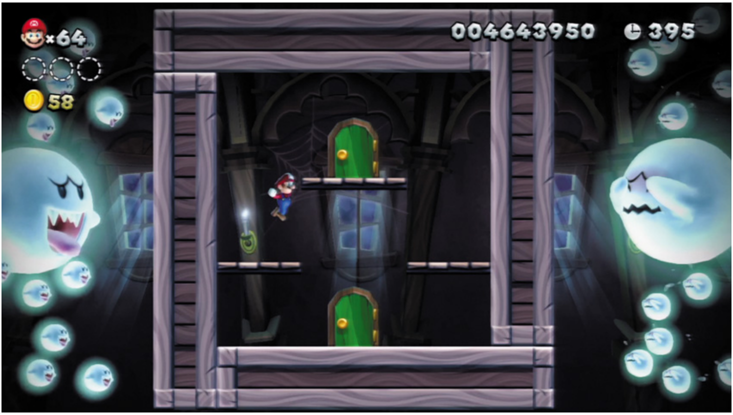








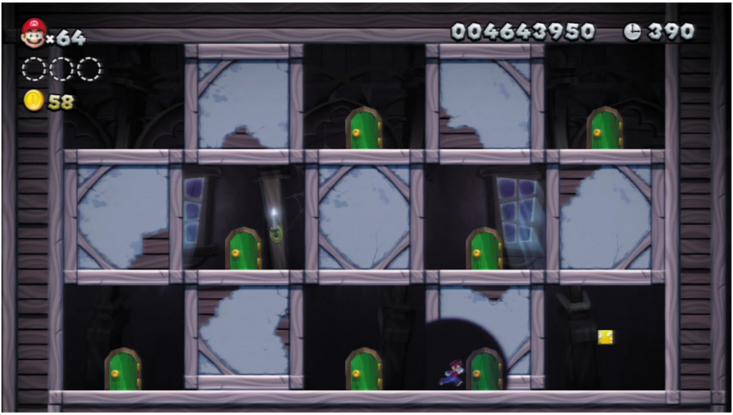




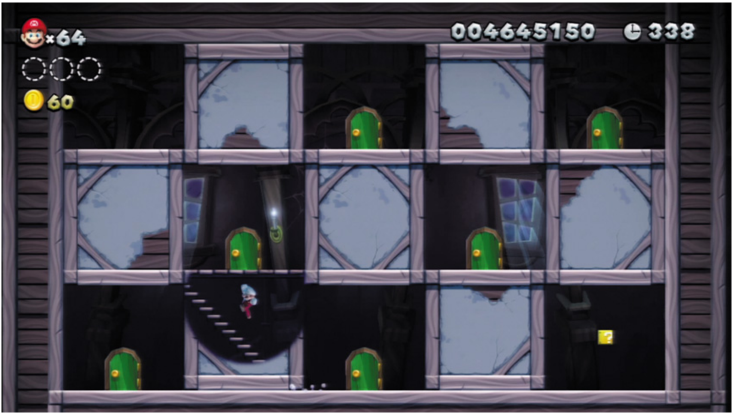
In need of extra lives? Use a Super Star before entering this stage, then allow the plentiful Boos in the very first room to swarm in. Defeat as many as you can before your Star power fades—you're sure to score plenty of 1-Ups before the Boos get you!

Tip

Allow the Boos to defeat you after you earn plenty of 1-Ups—it’s the fastest way back to the World Map!

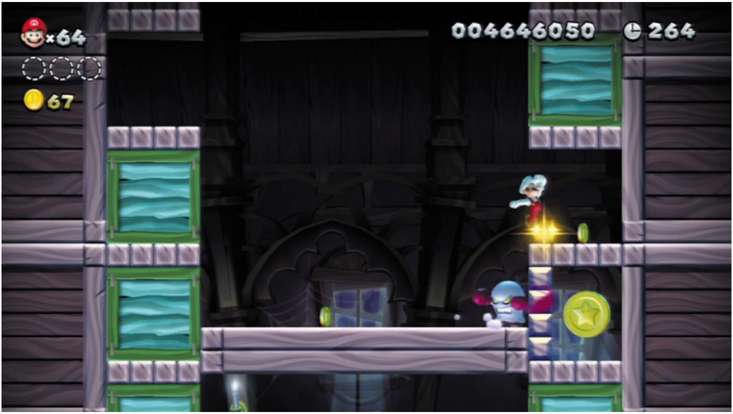


This room presents you with a number of doors, but on your first visit, you can enter only the one that’s hidden behind a false wall on the bottom floor. Don’t worry, you’ll be back!

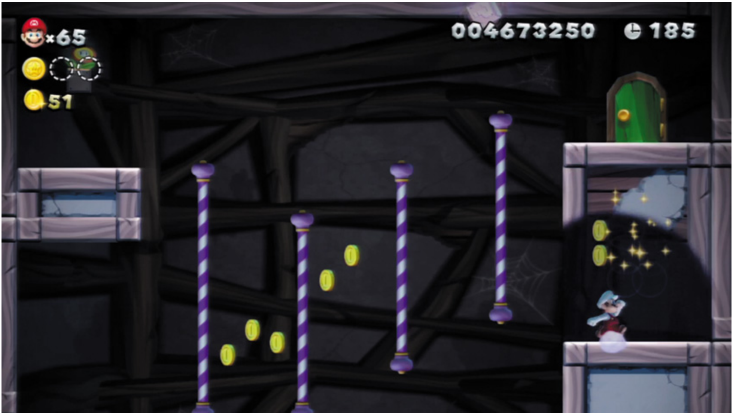


Believe it or not, this is actually an entirely different room than the one you visited at Point 2. Study the maps closely, and you’ll see the differences!

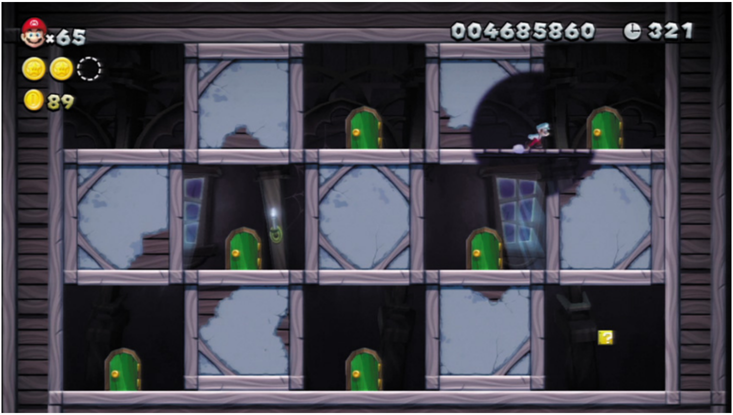
STAR COIN 1



Lure a Broozer into bashing through the wall that blocks access to this first Star Coin, then simply stroll over and collect it. Trick Broozer into bashing through this room's crates as well, to score bonus Coins and items. The third crate on the left contains a 1-Up Mushroom, while the bottom-right crate contains a power-up.

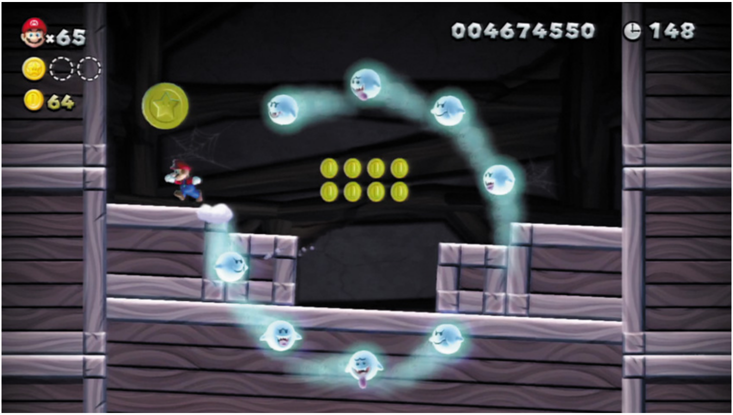


Pass through a false wall in this room to discover a stash of Coins. Sweet!

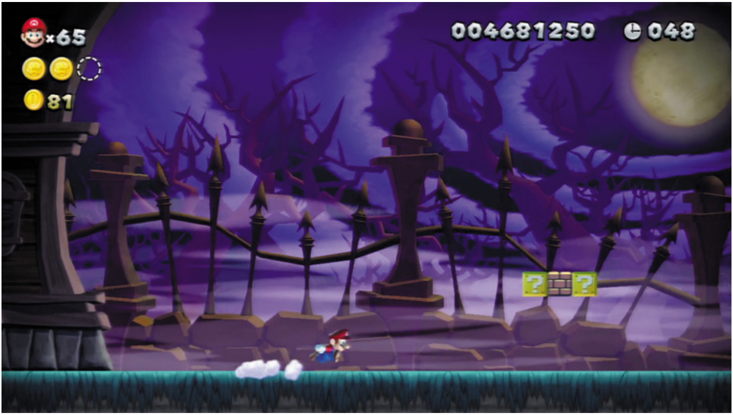


Guess what? This is the third version of the multi-door room! Are you confused yet? Don't be—just let the maps guide you through!

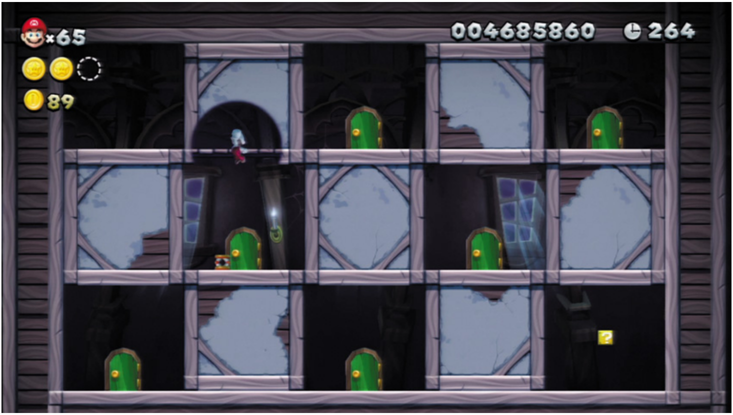
STAR COIN 2



This tricky Star Coin swoops from one side of the room to the other as you're elevated upward. Carefully slip through the circling Boos as you seek to collect the Star Coin. You can't collect the Star Coin until it swoops over to the left.

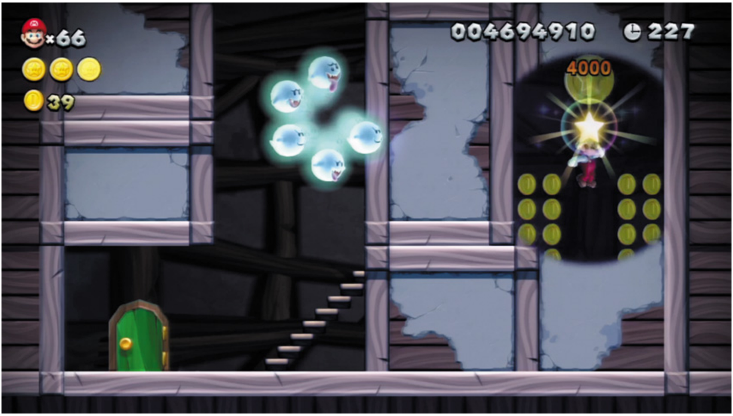


The Swinging Spirit House has two exits. This is the main one—head through after collecting the first two Star Coins. You'll need to return for the third Star Coin and to discover the stage's secret exit.

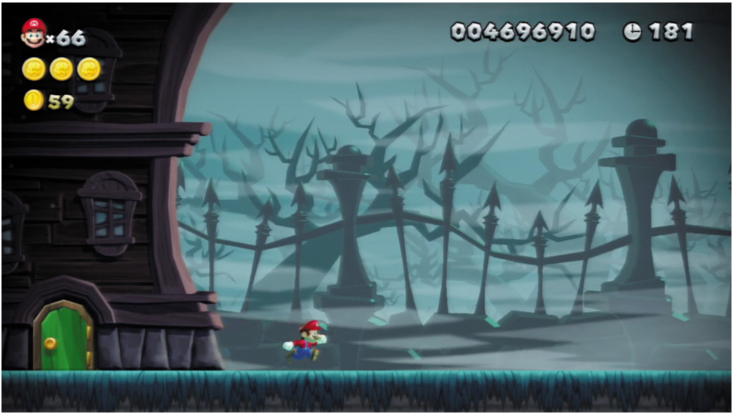


Carry this room's central Trampoline over to the door on the left, then bounce off the Trampoline to pass through the false floor above. Now you can enter a hidden door on the left!

STAR COIN 3



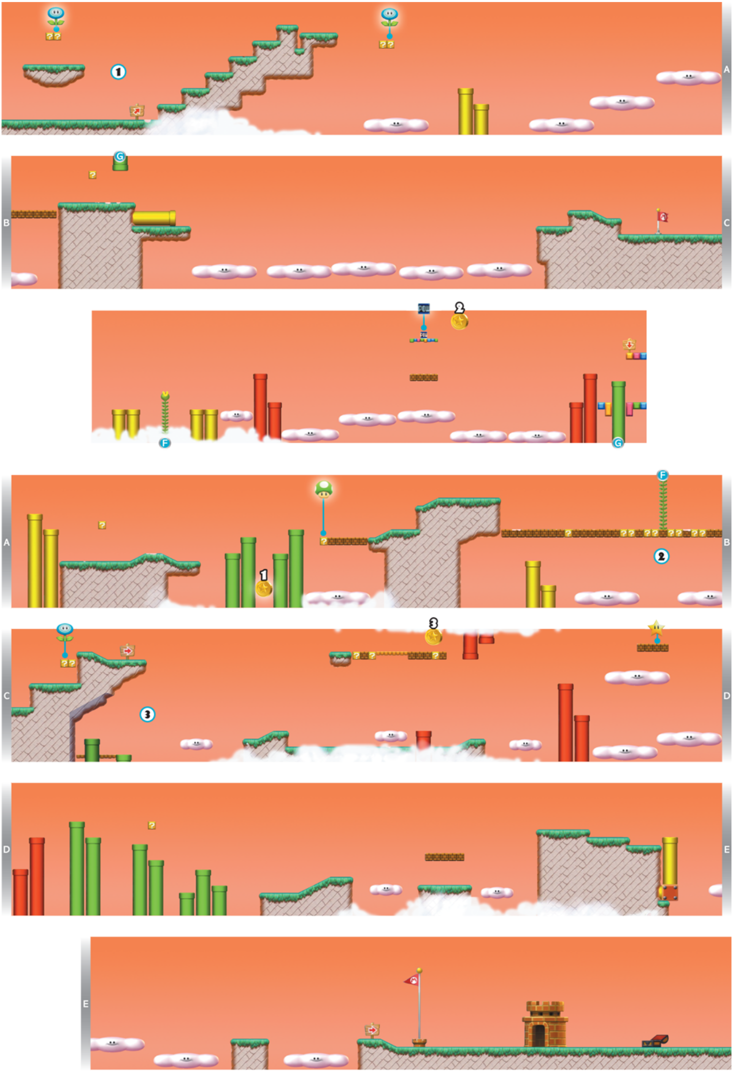
The final Star Coin is hidden behind a false wall here. Hit the hidden P Switch at the top of the room, then quickly drop to the ground floor and pass through the false wall on the right before the Coins within the wall revert back to Brick Blocks. Wait patiently for the Brick Blocks beyond the false wall to revert back to Coins, then use the provided Trampoline to spring up and snag the high Star Coin (or simply wall jump up to it).

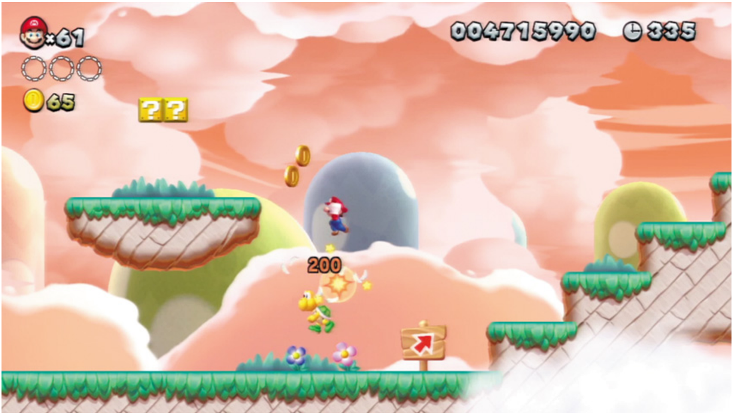


After collecting the third Star Coin, you'll naturally end up discovering this secret exit. Finish the stage using this secret exit to unlock a shortcut path on the World Map that leads straight to Ludwig's Clockwork Castle!

Meringue Clouds 4

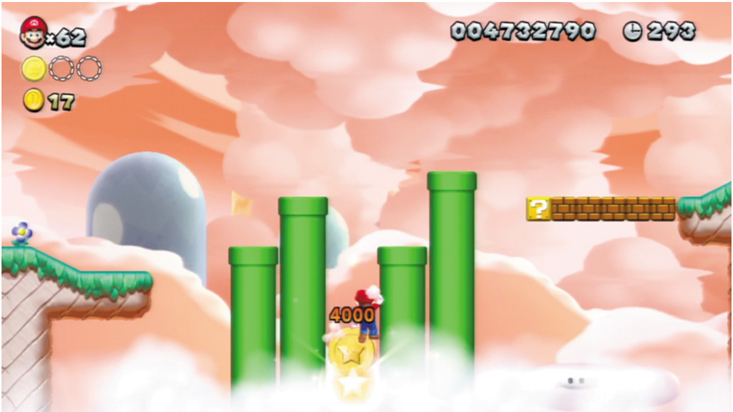
Bouncy Cloud Boomerangs



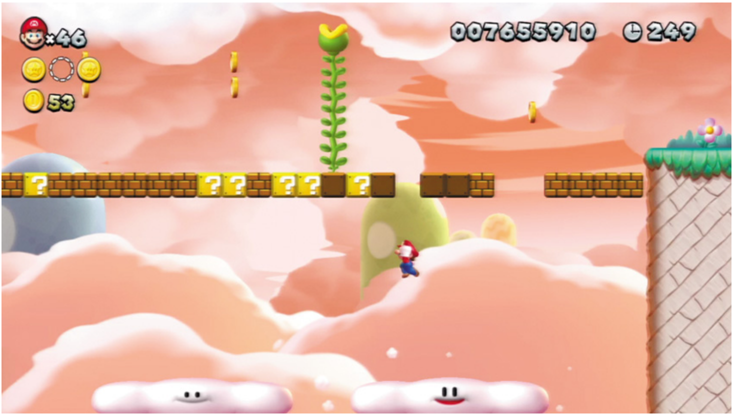


Bounce off a Koopa Paratroopa to reach these high ? Blocks near the start. One of them contains a power-up!

STAR COIN 1

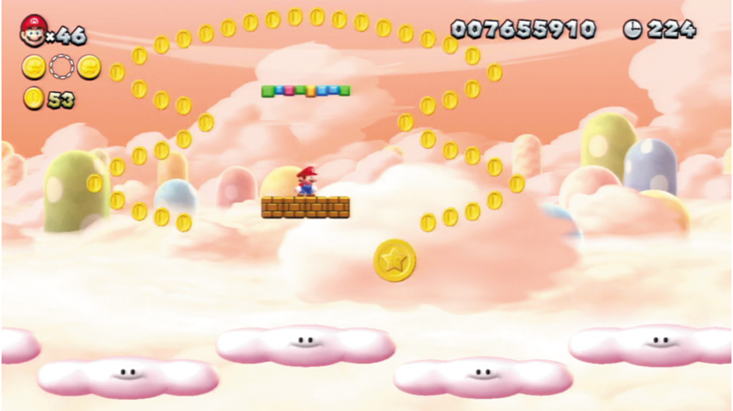


The first Star Coin is concealed behind some low clouds here. Drop between the Pipes to collect it, then quickly wall jump back up to safety before you fall.

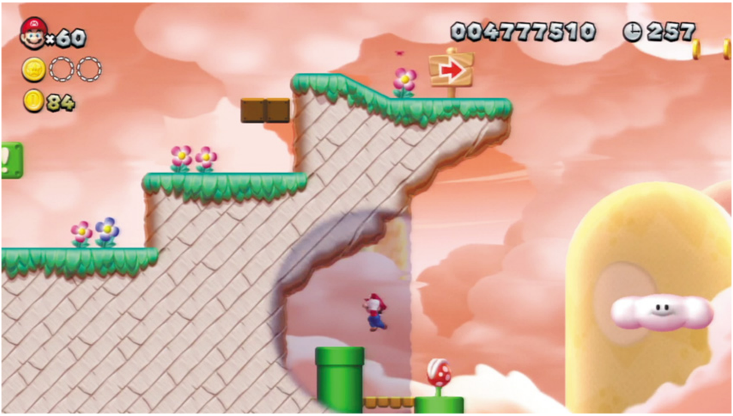


Ground pound through the Brick Blocks here to reach the Bouncy Clouds below. Bound up and bump the Brick Block in the middle to extend a Beanstalk up into the sky. Bounce back up to the Brick Blocks, then climb the Beanstalk to reach a secret area.

STAR COIN 2

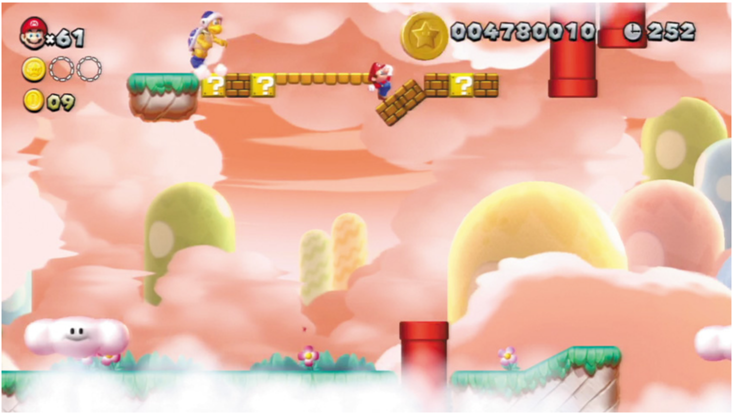


Climb the Beanstalk at Point 2 to reach this secret area above the clouds. Make your way to the right and use the Bouncy Clouds to reach the high POW Block. Bump the POW Block from below, and a shower of Coins will rain down around you—including the second Star Coin!



Bound on the Bouncy Cloud here, and carefully sail over to the low Pipe to the left when the Piranha Plant isn't poking up its head. (If possible, freeze the Piranha Plant first with an iceball.) Pass through the false wall to the left of the Pipe to discover a hidden Pipe Cannon that rockets you to the right. If you time it just right, you'll bounce off a Bouncy Cloud and sail up to a Star Coin!

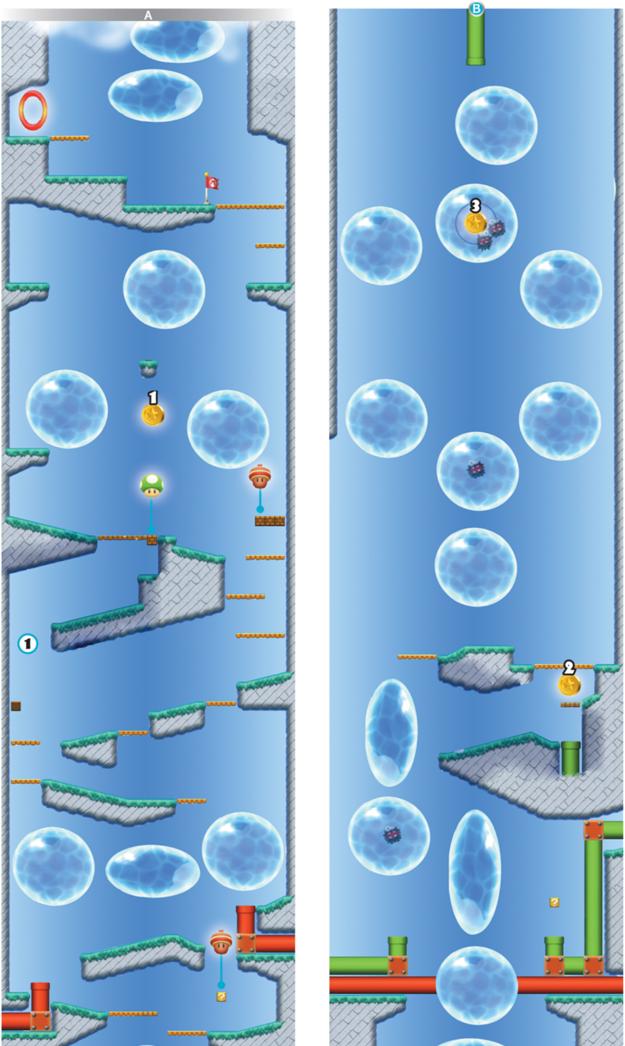
STAR COIN 3

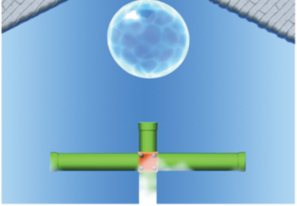


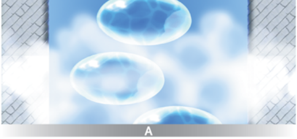
The final Star Coin sits atop these high Brick Blocks. Either use the Pipe Cannon at Point 3 to fly up here, or simply bound up from the Bouncy Cloud below to reach the Coin. It helps to bump the Boomerang Bro from below before bounding up to the Star Coin.

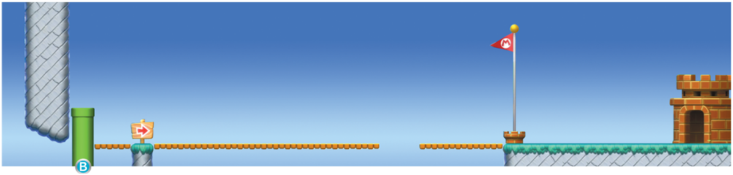
Meringue Clouds 5

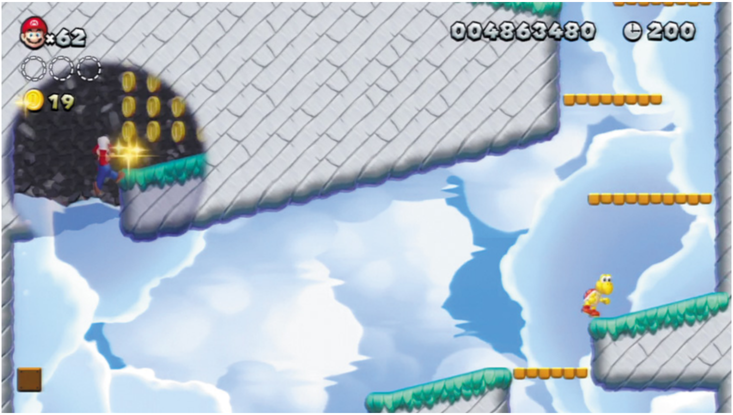
A Quick Dip in the Sky





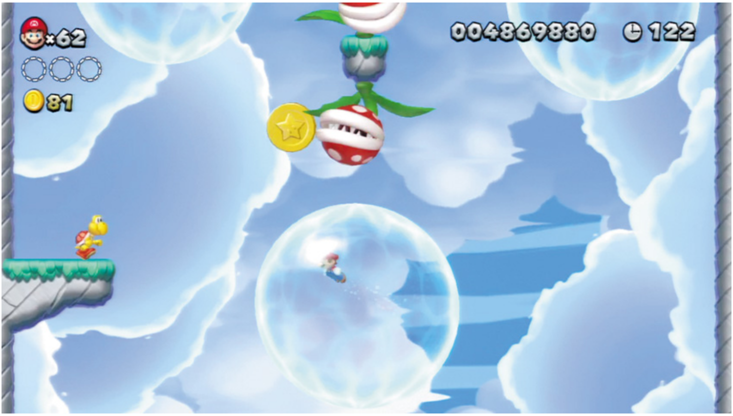






Jump up and hit a hidden Block here, then wall jump up and explore the hidden interior of the ledge above. There are loads of Coins inside the ledge, and the Brick Block at the top contains a 1-Up Mushroom!

STAR COIN 1

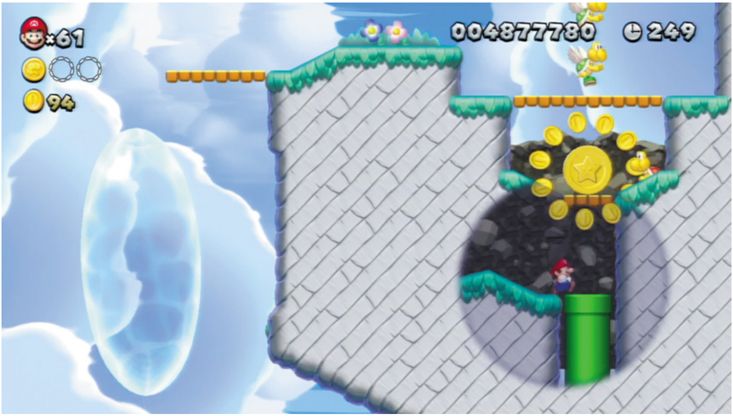


Swim inside the Water Balls that surround the first Star Coin, being careful to avoid the Big Piranha Plants. Try to snag the Star Coin while it's traveling on the right or left side of the Big Piranha Plants. You can do this either by jumping up from a Water Ball, or by dropping from a Water Ball and grabbing the Star Coin as you fall.

Tip

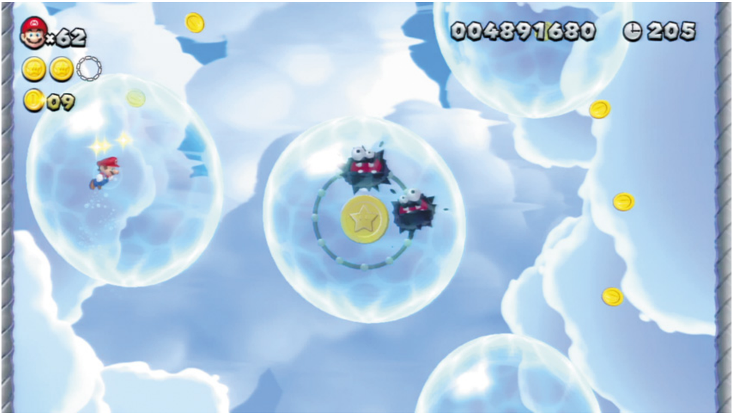
Stun the Koopa on the ledge above the first Star Coin, then use its shell to defeat the Big Piranha Plant up top. Now you can collect the Star Coin more easily!

STAR COIN 2



Jump from the Water Ball to the left of the second Star Coin, and you'll pass through the ledge on the right and discover its hidden interior. Hop into the Pipe Cannon here, and you'll be rocketed up to the Star Coin.

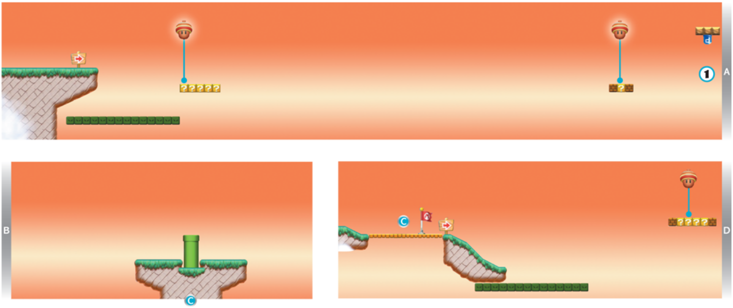
STAR COIN 3

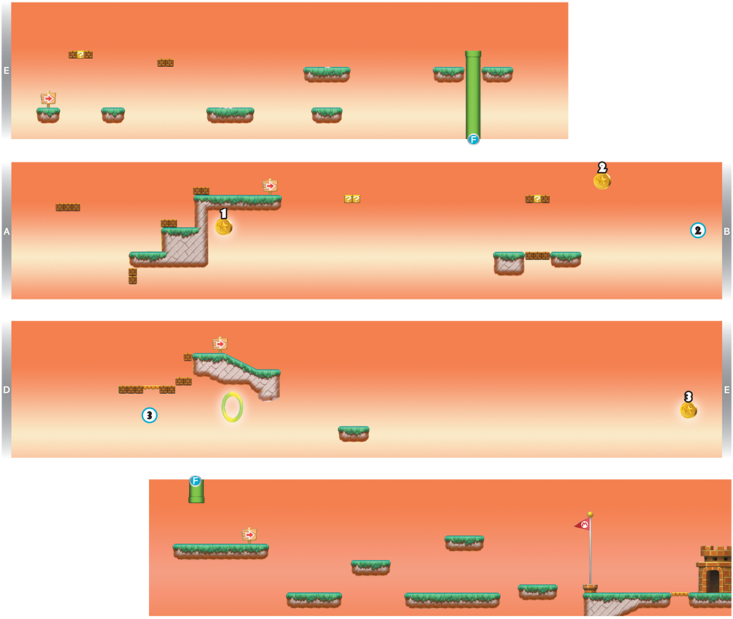


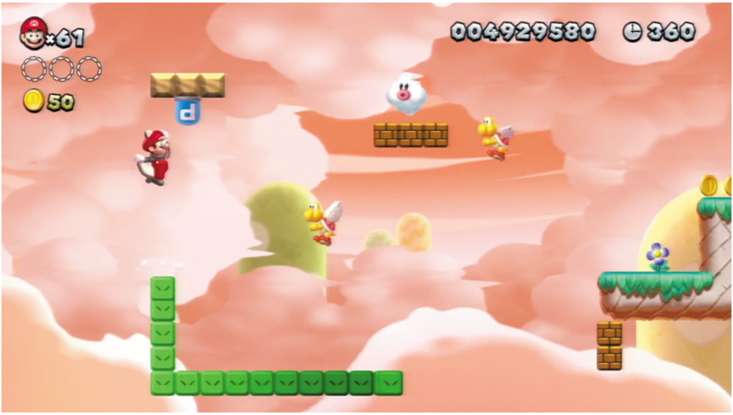
The third Star Coin floats within a Water Ball here, and is guarded by a couple of Fuzzies. Carefully enter the Water Ball without touching the Fuzzies, then look for your chance to swim between the Fuzzies and collect the Coin. Nice work—now you just have to escape!

Meringue Clouds 6

Snaking above Mist Valley

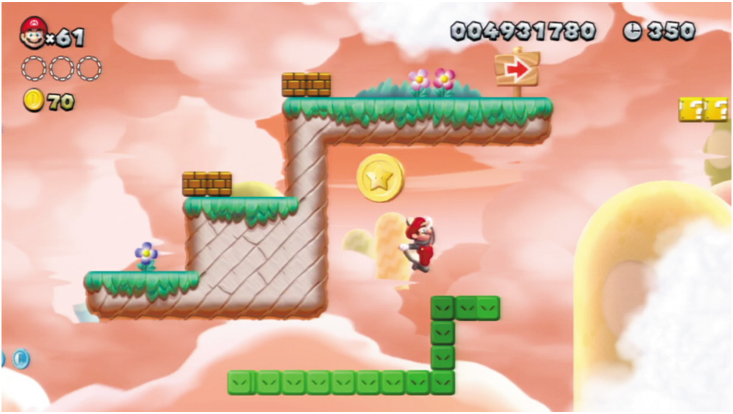






Perform a flying squirrel jump to hit the overhead P Switch here. A line of Blue Coins will appear. Simply ride the Snake Block to collect the Blue Coins. You can also hit this P Switch with a normal running jump, but it’s a little more challenging!

STAR COIN 1

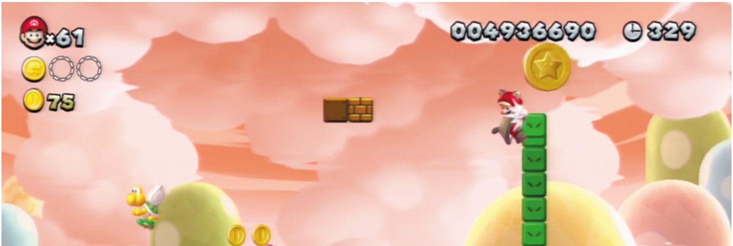


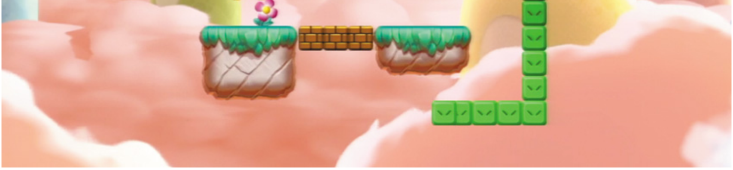
To collect the first Star Coin, you must hit the P Switch at Point 1. This turns the Brick Blocks near the bottom of the ledge that surrounds the Star Coin into Coins, allowing you to ride the Snake Block underneath the ledge and then jump up to collect the Star Coin as you pass by.

Tip

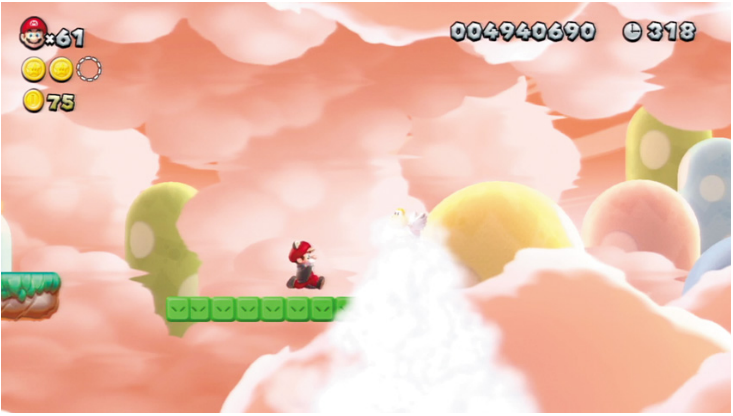
If you missed the P Switch at Point 1, you can still collect the first Star Coin by looping around the ledge and then doubling back to collect the Star Coin with Flying Squirrel Mario.

STAR COIN 2

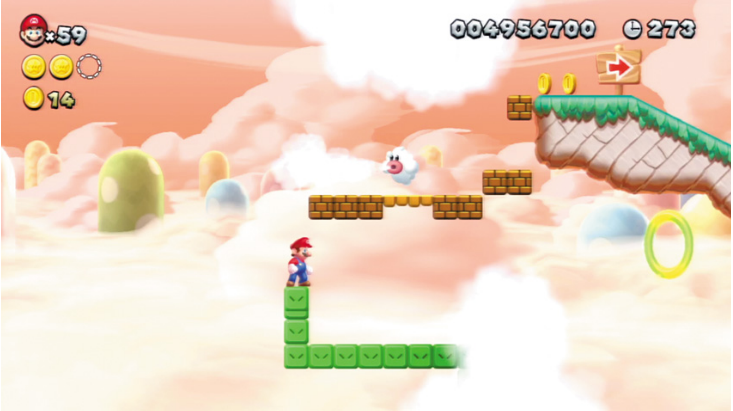




Jump onto the front of the Snake Block as it rises up toward the second Star Coin, and it will carry you up to the Star Coin. You can also wall jump off the Snake Block to reach the nearby floating Brick Blocks, and then jump over to the Star Coin.

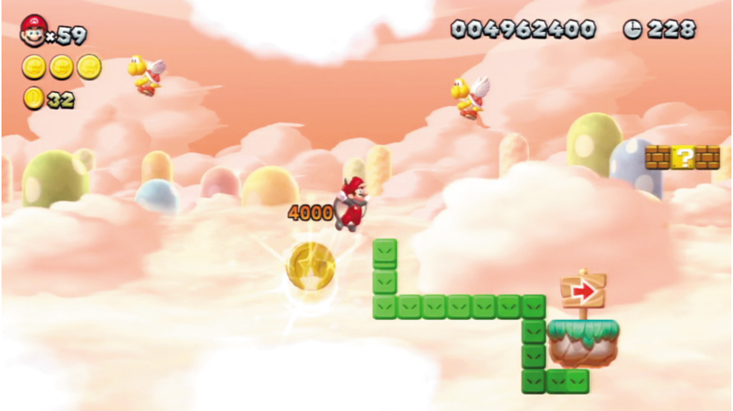


Careful—the Snake Block shrinks as it enters the cloud here. Perform a spin to blow away the cloud so you can see the Snake Block and avoid falling. Keep this little trick in mind when the Snake Block slips behind other clouds in this stage!



As you approach the Green Ring near this Point, hang out on the tail of Snake Block as it moves upward and then back down. Remain on the Snake Block's tail to be ferried underneath the nearby Brick Blocks and over to the Green Ring.

STAR COIN 3



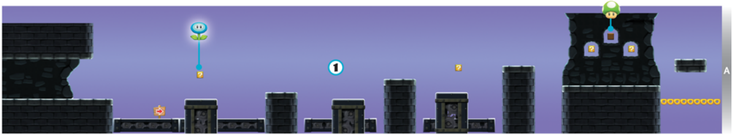
As Flying Squirrel Mario, ride the Snake Block as it passes over the final Star Coin. Drop from the Snake Block and collect the Coin, then perform a flying squirrel jump to boost back up and return to the Snake Block before you fall too far.

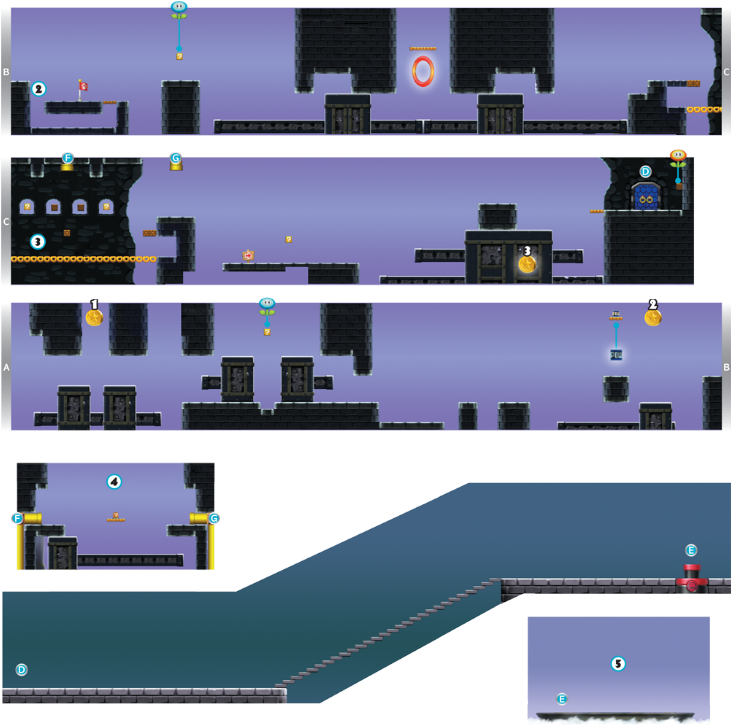
Tip

If you're forced to restart from the Checkpoint Flag, you can score a Super Acorn before you reach the third Star Coin by touching the Green Ring at Point 3 and collecting all of the Green Coins that appear.

Meringue Clouds Castle

Ludwig's Clockwork Castle





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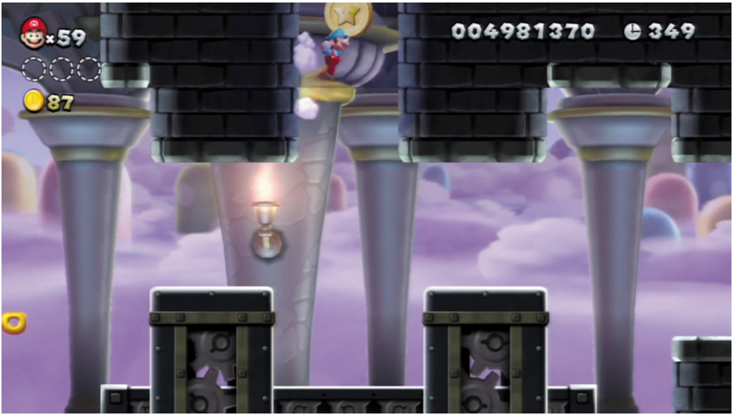
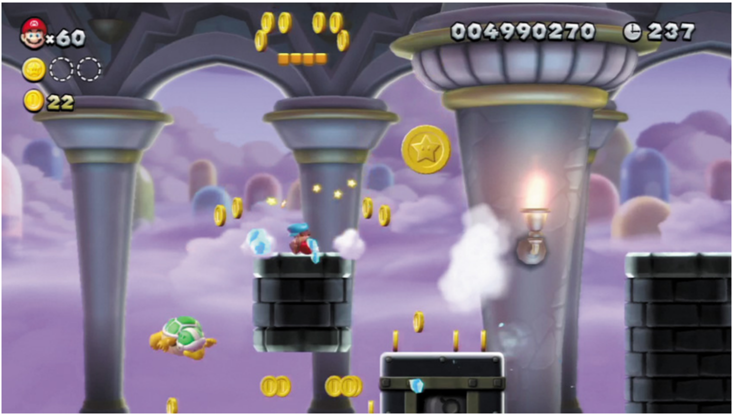
Spin to blow away the clouds here and make some bonus Coins rain down. Keep this trick in mind when you see other clouds in the castle!

STAR COIN 1



The first Star Coin is hidden here behind a false section of ceiling. Simply wall jump up and collect it. You'll find some bonus Coins hidden behind another false ceiling to the right, which can also be claimed by wall jumping.

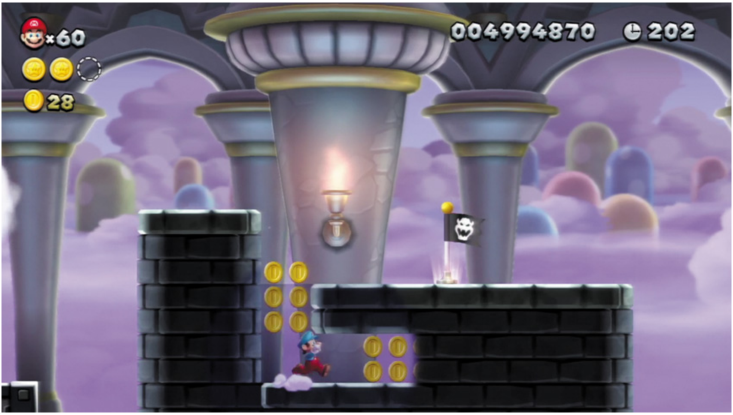
STAR COIN 2



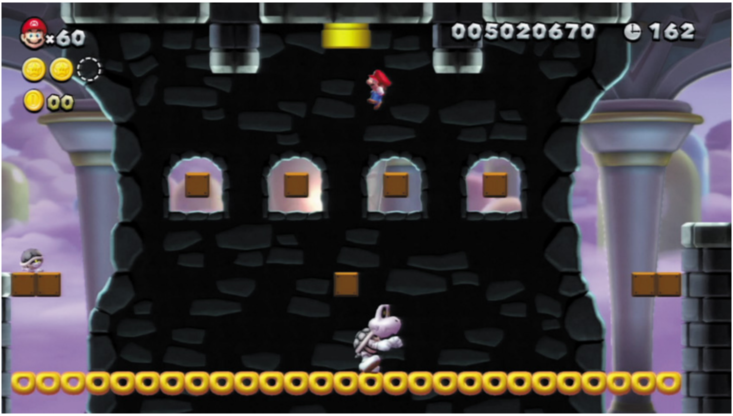
The second Star Coin hovers up high here, above a POW Block and a Sledge Bro. Freeze the Sledge Bro with an iceball, then use him as a platform so you may jump up and bump the POW Block from below. A shower of Coins will then rain down, including the second Star Coin!

Caution

Collect the second Star Coin quickly after it falls, or else the moving platform below the POW Block might push it out of your grasp!



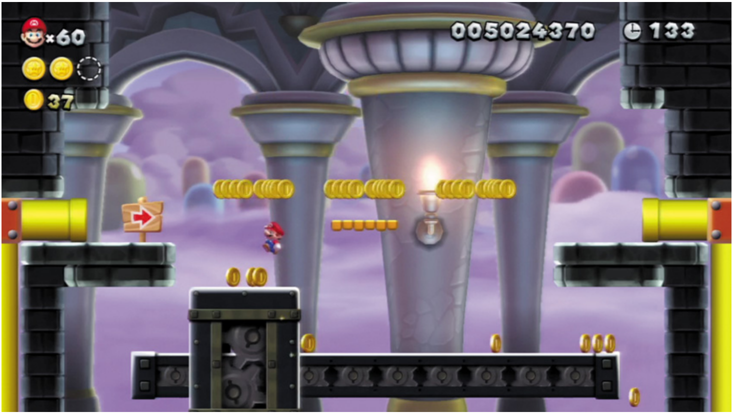
Fall through the false floor to the left of the Checkpoint Flag. You'll land in a hidden, Coin-filled passage. Cha-ching!



Notice the four windows in the background here. Jump from the Brick Block below the windows and bump two hidden Blocks, one in each of the middle windows. Now you can jump from either of the hidden Blocks and enter the Warp Pipe above!

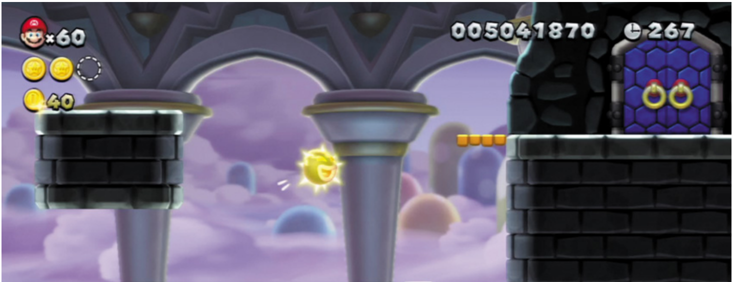
Tip

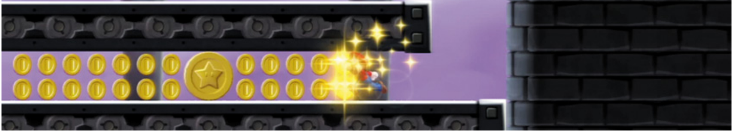
Bounce off Big Dry Bones to bump the hidden Blocks in the windows more easily!



Enter the overhead Warp Pipe at Point 3 to visit this secret area. Hit the ? Switch here to make a multitude of Coins fall down from above. Collect as many Coins as you can before the moving platform shoves them into the pits!

STAR COIN 3

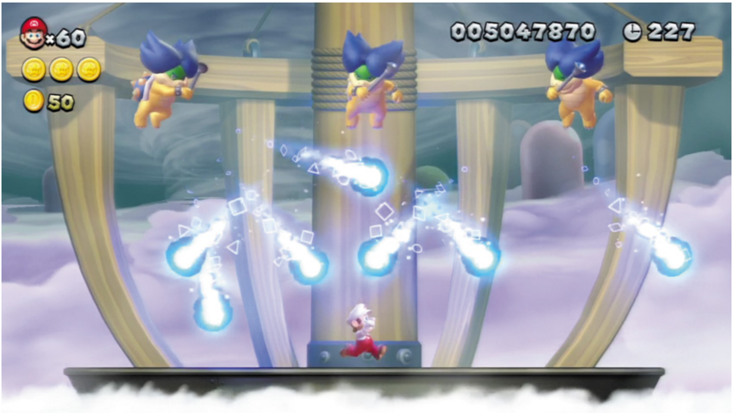




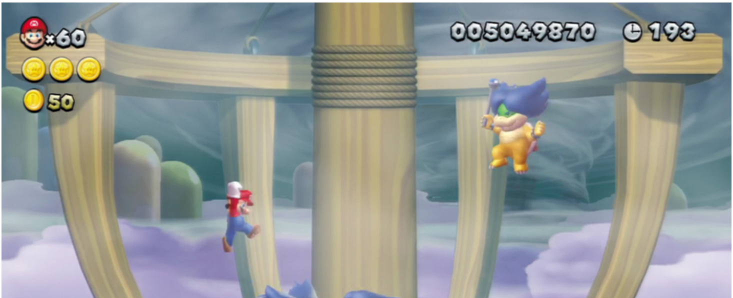
The final Star Coin sits in a low passage near the end of the castle. Enter the passage from the right when the nearby moving platform is sliding to the left, then dash for the Star Coin. Immediately turn and dash back out of the passage after collecting the Star Coin, and escape by wall jumping onto the moving platform just before it squashes you.

Caution

Beware the Sledge Bro's ground pound! It will stun Mario if he's standing on the ground, potentially causing him to be hit by a moving platform. Jump to avoid being stunned by the Sledge Bro's ground pound.



Ludwig lurks atop his airship's lookout, livid at Mario's intrusion. This tricky boss flies up high and splits into three duplicates, then fires a spread of sizzling spells down at you. Dodge Ludwig's spells, then give him a good stomp after he lands!



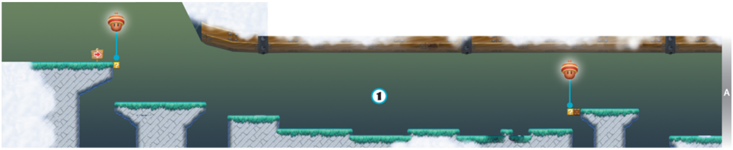
Jump around and dodge Ludwig's spinning shell after you stomp him, then watch as he takes to the air again. This time, Ludwig and his clones will all land after casting their spells, forcing you to fight all three. The real Ludwig is the one that fires three spells while hovering on high. As with other bosses, you must stomp Ludwig three times to defeat him.

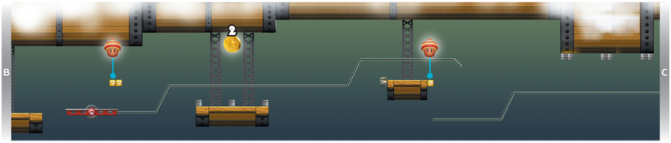
Tip

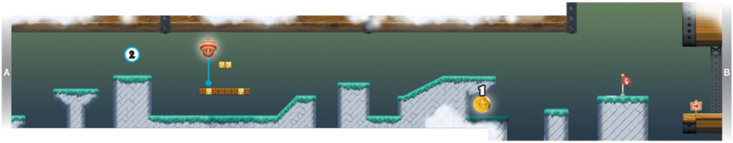
Hold the jump button to bounce off Ludwig after each stomp, and you'll have an easier time lining up your next stomp!

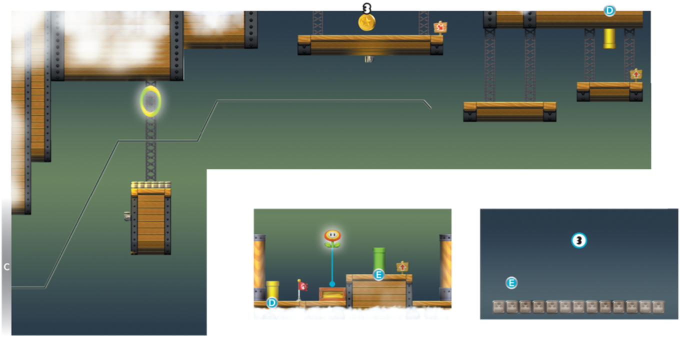
Meringue Clouds Finale

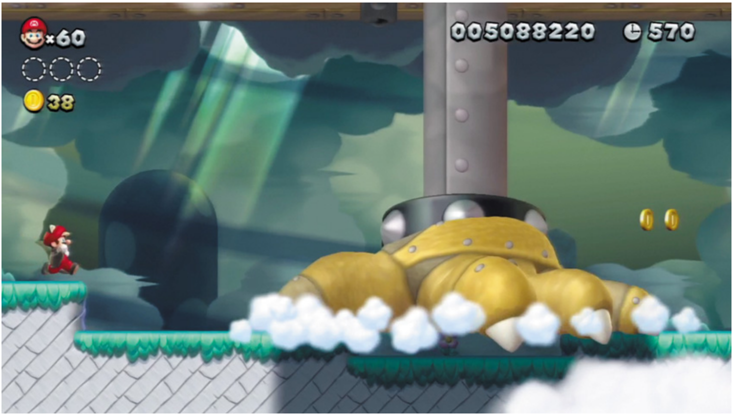
Boarding the Airship



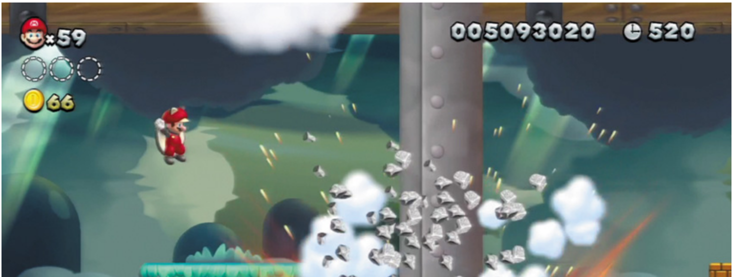








Look out—Bowser's mighty Mecha Hand slams down when you near this Point. Make sure you aren't caught beneath the Mecha Hand when it falls, or you'll be squashed!

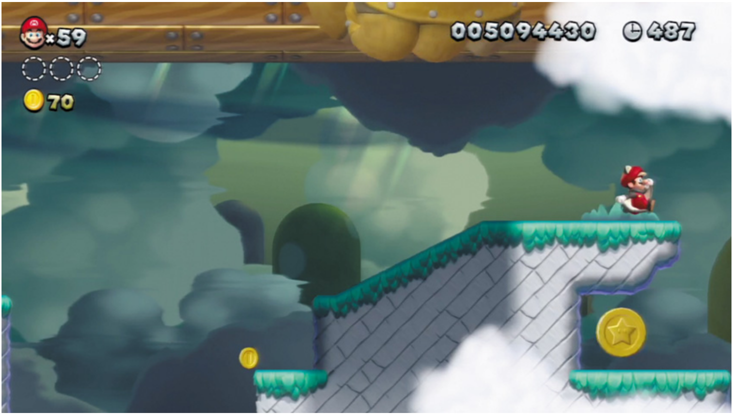


The Mecha Hand curls up into a ball at this Point, then punches straight downward and smashes through the ledge below. Not cool!

Caution

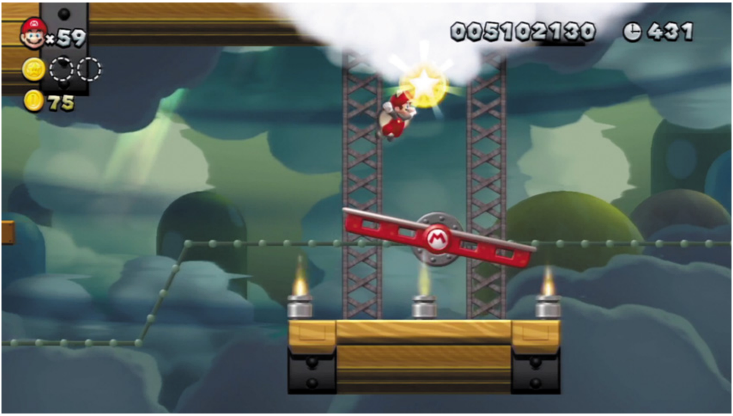
Beware the Mecha Hand’s fist form—it can smash through ? Blocks that might contain valuable items!

STAR COIN 1



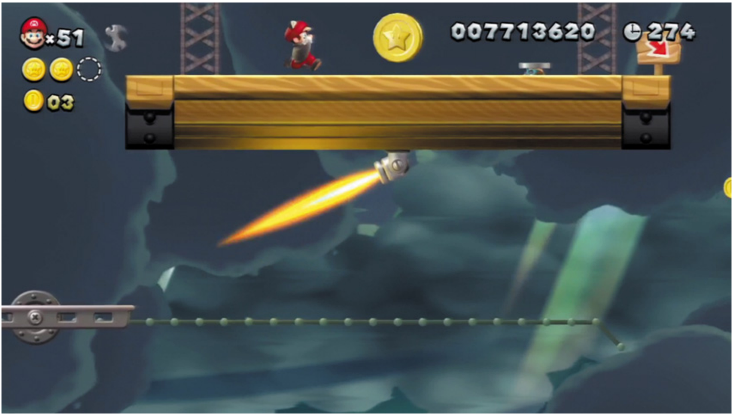
The moment you see the first Star Coin, hurry and drop to its ledge. You’ve got to collect it before that Mecha Hand smashes the ground to bits!

STAR COIN 2



As you ride along the Remote-Control Platform, jump up and collect the second Star Coin. Just be careful to avoid the Burners below!

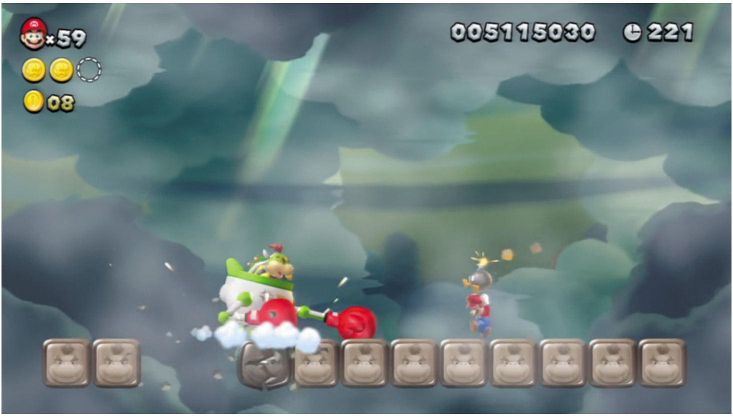
STAR COIN 3



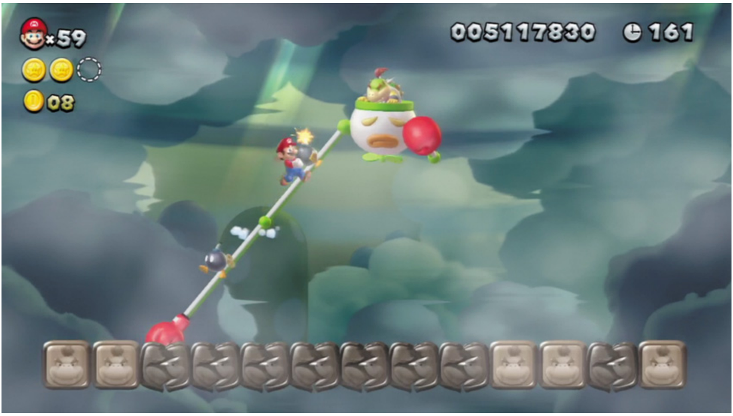
Perform a flying squirrel jump from the Remote-Control Platform to reach the final Star Coin's high perch. If you're in need of a Super Acorn, score one by touching the Green Ring that lies before the third Star Coin, and then grab all of the Green Coins that appear.

Tip

To reach the third Star Coin without the aid of Flying Squirrel Mario, tilt the Remote-Control Platform to the left, and move Mario to the high end on the right. Leap and wall jump off the Star Coin platform's left side, then wall jump off the higher wall on the left to land near the Star Coin. Phew!



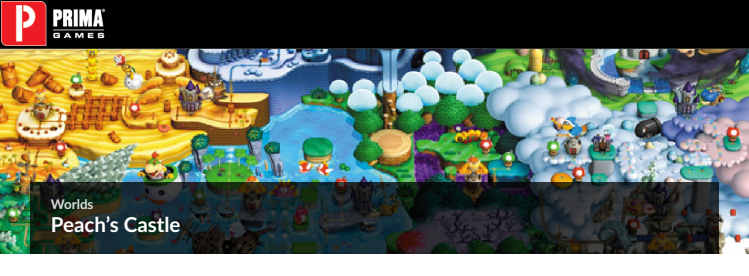
Bowser Jr. must be battled high above the airship. The bite-sized brat tosses Bob-ombs from his flying Clown Car, then flies low and punches the big blocks that you're standing on. Every block that Bowser Jr. bashes with his boxing gloves will crack—if a Bob-omb explodes over a cracked block, it will be temporarily destroyed!



Sooner or later, Bowser Jr. will extend one of his mechanical arms to punch at Mario from a high vantage. Avoid the blow, then bolt up the arm and give Bowser Jr. a good stomp! Just beware of the Bob-ombs that he throws while his arm is extended. Stomp Bowser Jr. three times to score the knockout!

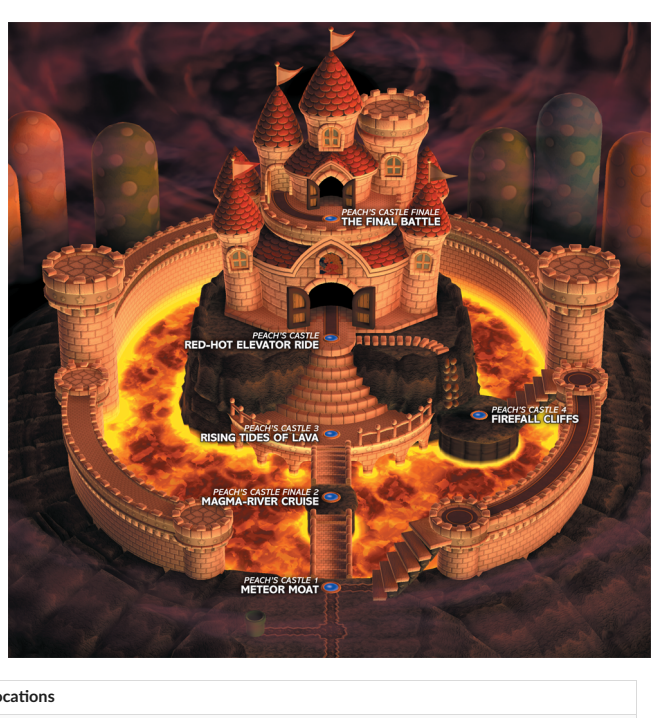
Tip

You can also stun and throw Bob-ombs at Bowser Jr. to damage him.



Worlds

Peach's Castle

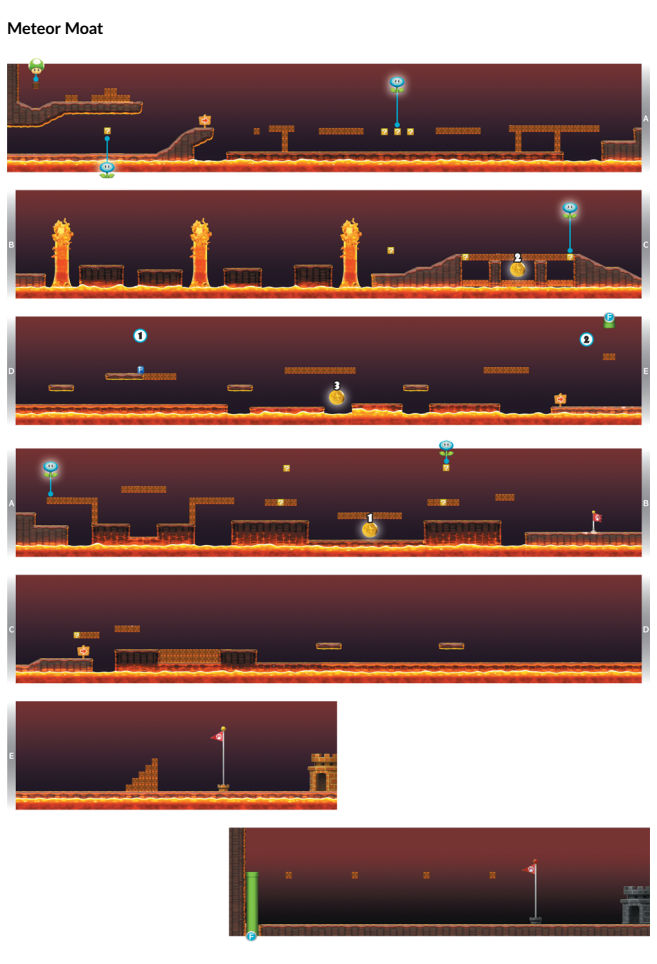


Locations

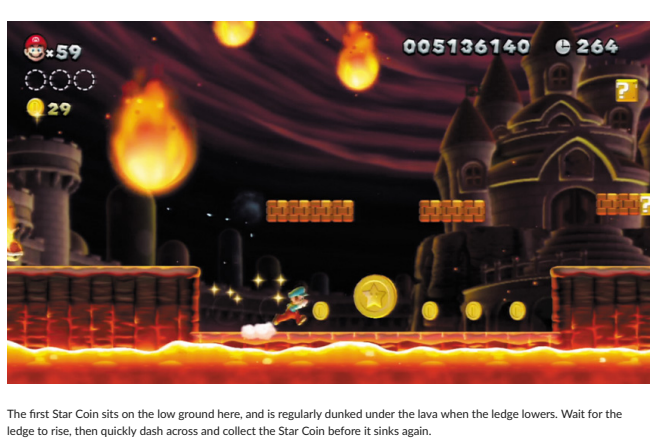
Levels	Toad Houses	Map Enemies	Boss
6	None	None	Bowser

Peach's Castle 1

Meteor Moat



STAR COIN 1



The first Star Coin sits on the low ground here, and is regularly dunked under the lava when the ledge lowers. Wait for the ledge to rise, then quickly dash across and collect the Star Coin before it sinks again.

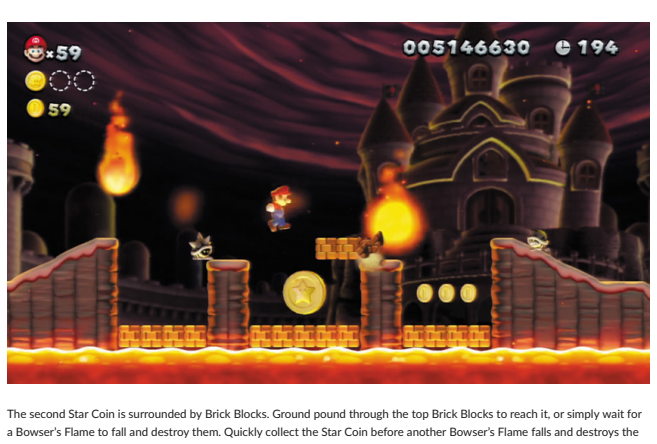
Caution

Beware of those falling Bowser's Flames! They'll damage you and destroy Brick Blocks, but they won't harm enemies. (No fair!)

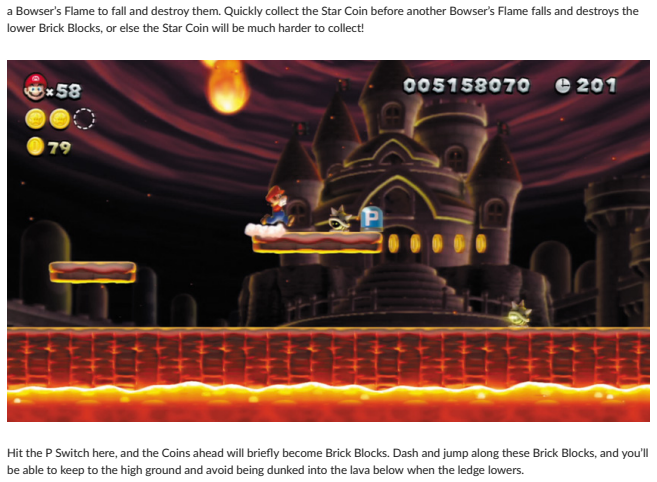
Tip

Carry frozen enemies as you move through this stage, and they'll protect you from those falling Bowser's Flames!

STAR COIN 2

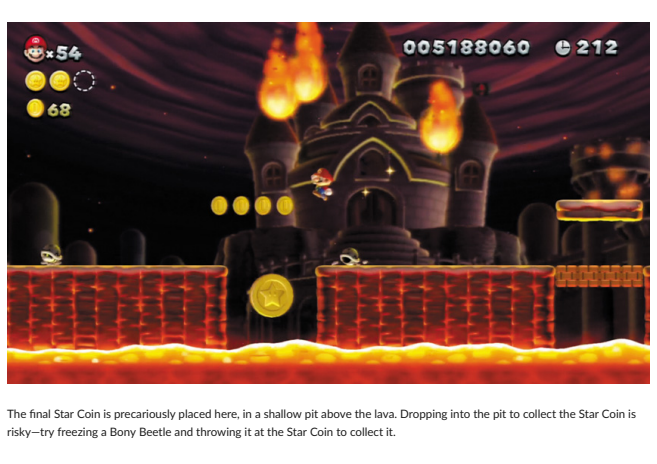


The second Star Coin is surrounded by Brick Blocks. Ground pound through the top Brick Blocks to reach it, or simply wait for a Bowser's Flame to fall and destroy them. Quickly collect the Star Coin before another Bowser's Flame falls and destroys the lower Brick Blocks, or else the Star Coin will be much harder to collect!

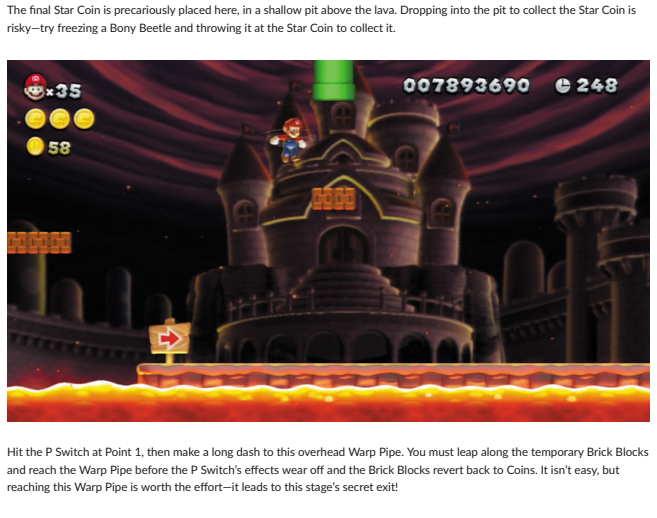


Hit the P Switch here, and the Coins ahead will briefly become Brick Blocks. Dash and jump along these Brick Blocks, and you'll be able to keep to the high ground and avoid being dunked into the lava below when the ledge lowers.

STAR COIN 3



The final Star Coin is precariously placed here, in a shallow pit above the lava. Dropping into the pit to collect the Star Coin is risky—try freezing a Bony Beetle and throwing it at the Star Coin to collect it.



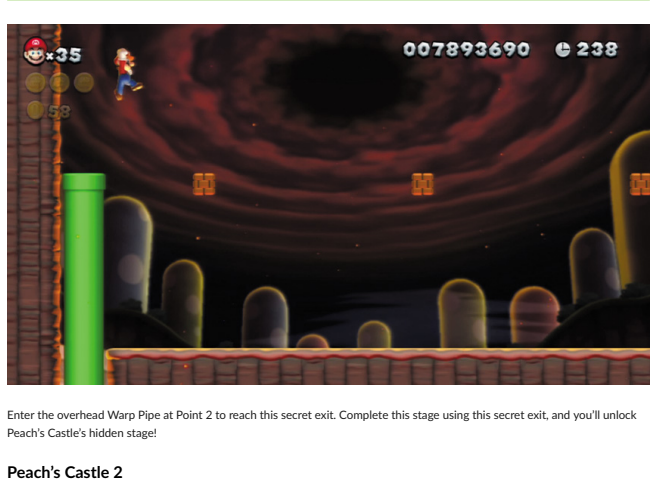
Hit the P Switch at Point 1, then make a long dash to this overhead Warp Pipe. You must leap along the temporary Brick Blocks and reach the Warp Pipe before the P Switch's effects wear off and the Brick Blocks revert back to Coins. It isn't easy, but reaching this Warp Pipe is worth the effort—it leads to this stage's secret exit!

Tip

Flying Squirrel Mario can enter the overhead Warp Pipe that leads to the secret exit more easily with a flying squirrel jump.

Tip

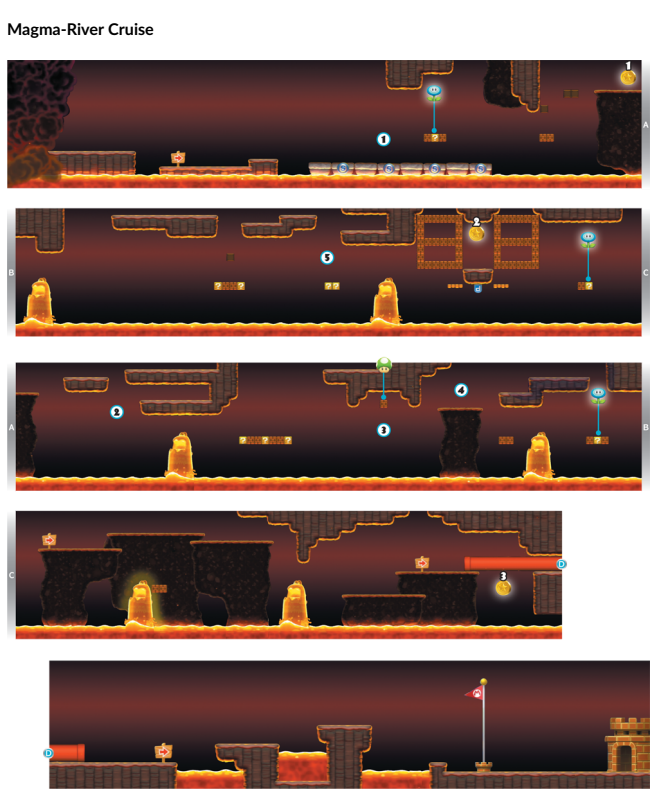
Try spin jumping in midair while you sail across the longer gaps. It adds a little distance to your jumps!

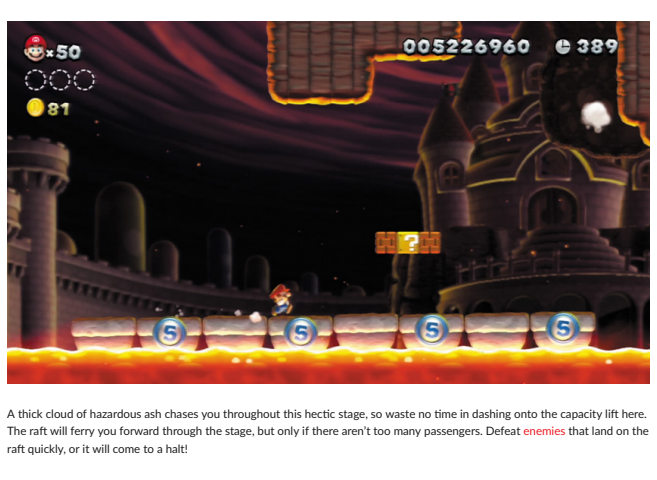


Enter the overhead Warp Pipe at Point 2 to reach this secret exit. Complete this stage using this secret exit, and you'll unlock Peach's Castle's hidden stage!

Peach's Castle 2

Magma-River Cruise





A thick cloud of hazardous ash chases you throughout this hectic stage, so waste no time in dashing onto the capacity lift here. The raft will ferry you forward through the stage, but only if there aren't too many passengers. Defeat enemies that land on the raft quickly, or it will come to a halt!

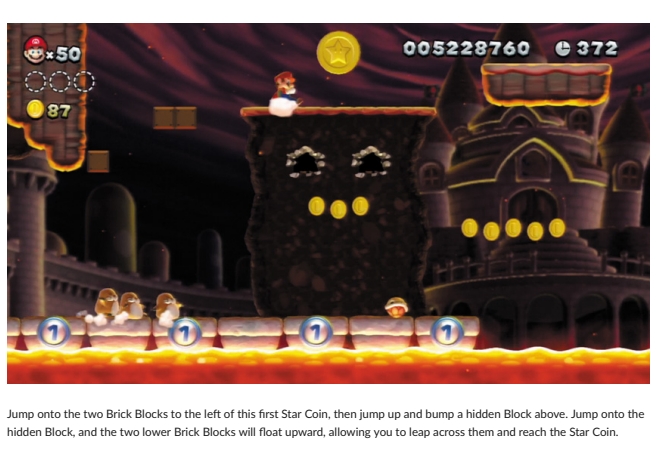
Note

The numbers on the side of the raft tell you how many passengers can be carried. When the numbers fall to zero, the raft stops—hurry and kick off those stowaways!

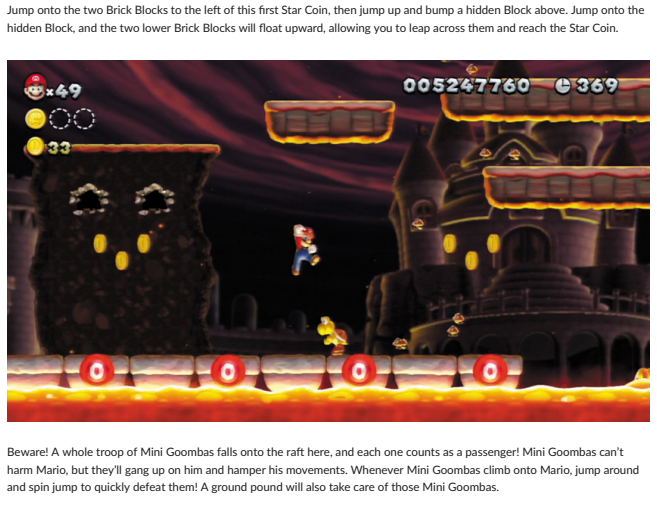
Tip

Use Koopa shells to quickly clear the raft of unwanted passengers. You can also freeze and throw enemies to achieve the same result!

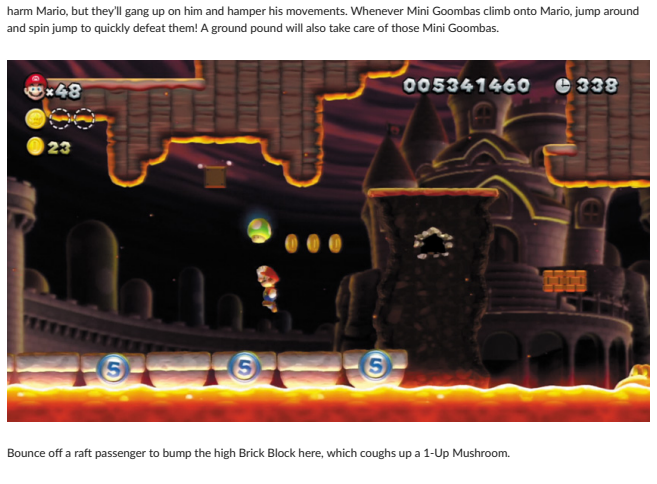
STAR COIN 1



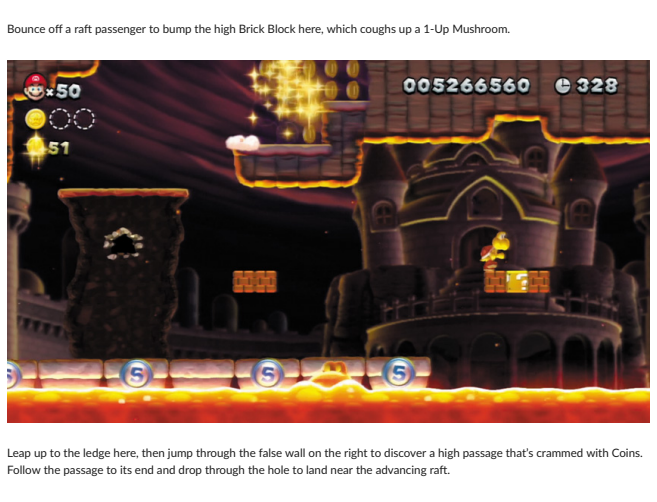
Jump onto the two Brick Blocks to the left of this first Star Coin, then jump up and bump a hidden Block above. Jump onto the hidden Block, and the two lower Brick Blocks will float upward, allowing you to leap across them and reach the Star Coin.



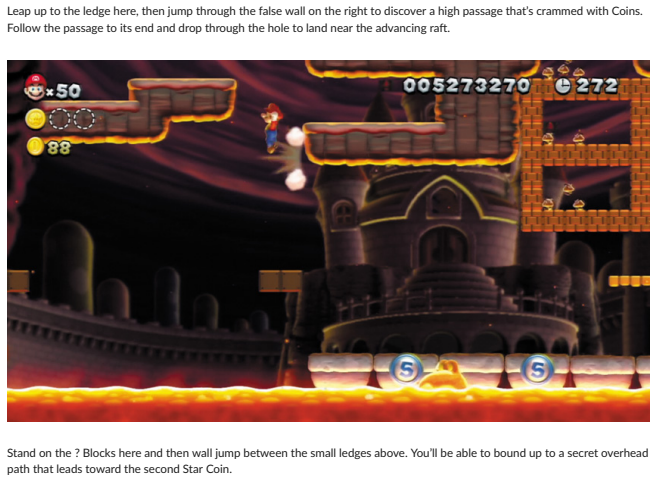
Beware! A whole troop of Mini Goombas falls onto the raft here, and each one counts as a passenger! Mini Goombas can't harm Mario, but they'll gang up on him and hamper his movements. Whenever Mini Goombas climb onto Mario, jump around and spin jump to quickly defeat them! A ground pound will also take care of those Mini Goombas.



Bounce off a raft passenger to bump the high Brick Block here, which coughs up a 1-Up Mushroom.

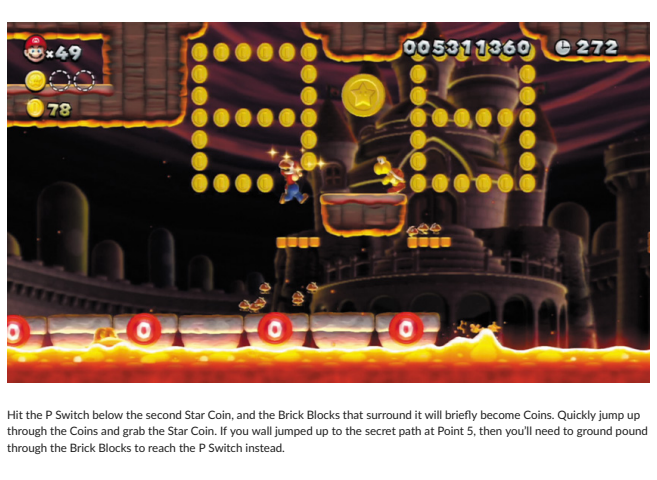


Leap up to the ledge here, then jump through the false wall on the right to discover a high passage that's crammed with Coins. Follow the passage to its end and drop through the hole to land near the advancing raft.



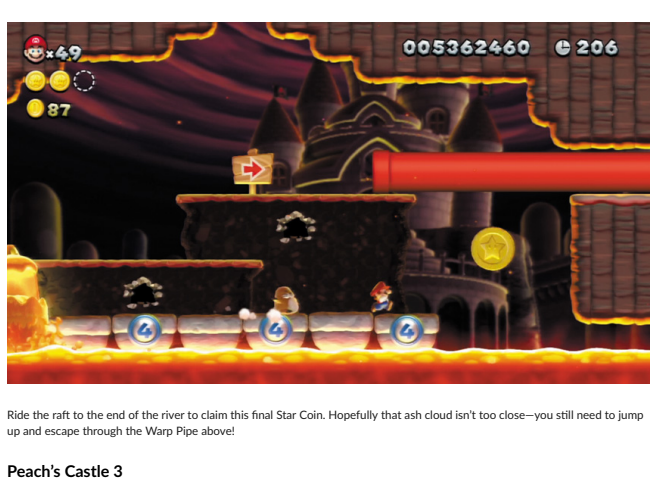
Stand on the ? Blocks here and then wall jump between the small ledges above. You'll be able to bound up to a secret overhead path that leads toward the second Star Coin.

STAR COIN 2



Hit the P Switch below the second Star Coin, and the Brick Blocks that surround it will briefly become Coins. Quickly jump up through the Coins and grab the Star Coin. If you wall jumped up to the secret path at Point 5, then you'll need to ground pound through the Brick Blocks to reach the P Switch instead.

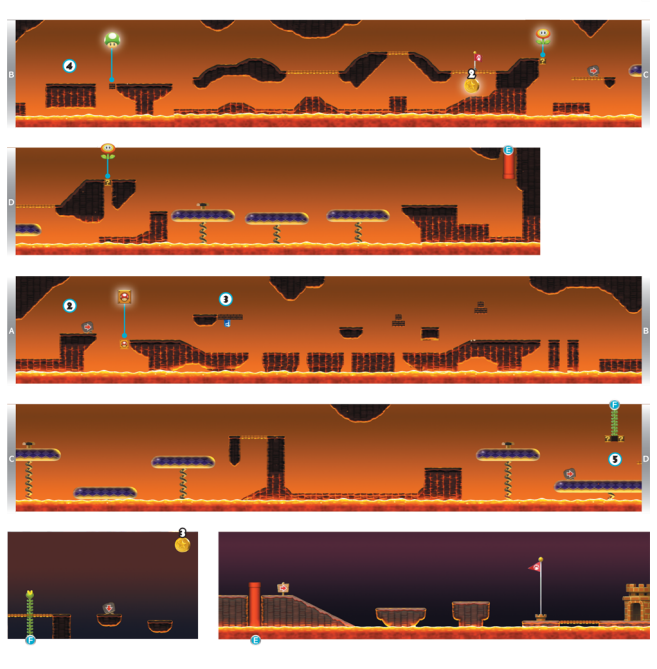
STAR COIN 3



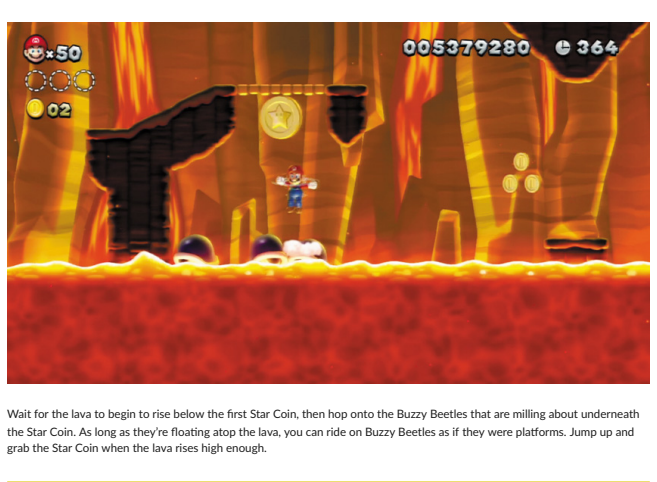
Ride the raft to the end of the river to claim this final Star Coin. Hopefully that ash cloud isn't too close—you still need to jump up and escape through the Warp Pipe above!

Peach's Castle 3

Rising Tides of Lava



STAR COIN 1



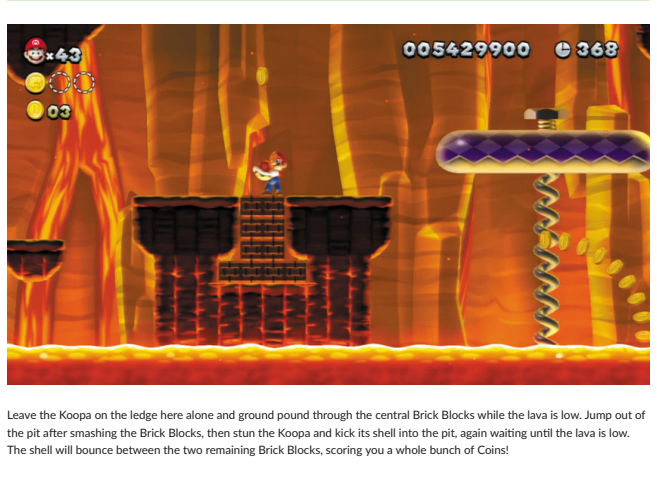
Wait for the lava to begin to rise below the first Star Coin, then hop onto the Buzzy Beetles that are milling about underneath the Star Coin. As long as they're floating atop the lava, you can ride on Buzzy Beetles as if they were platforms. Jump up and grab the Star Coin when the lava rises high enough.

Note

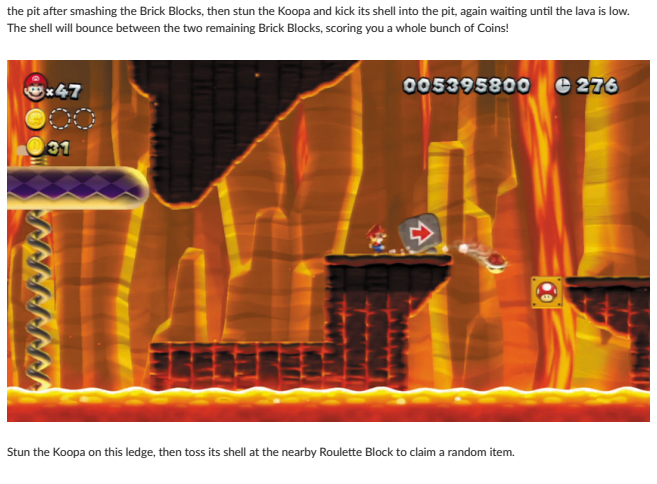
You can also simply bounce off the Buzzy Beetles while the lava is low, and bound up to the Star Coin.

Tip

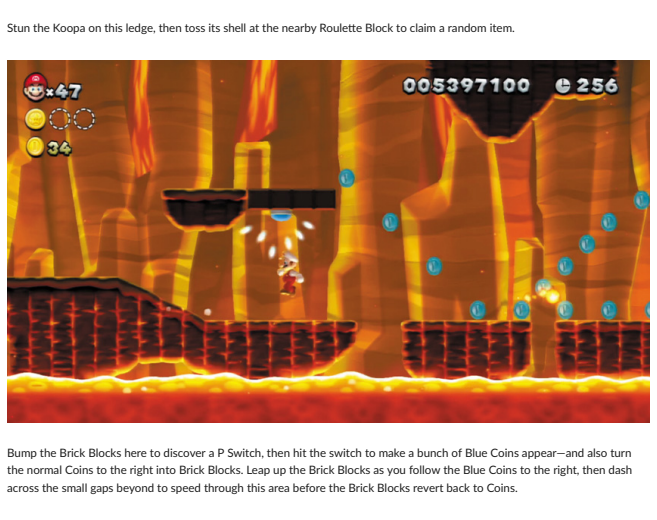
Flying Squirrel Mario can glide over and use a flying squirrel jump to collect the first Star Coin and land safely on the high ground above.



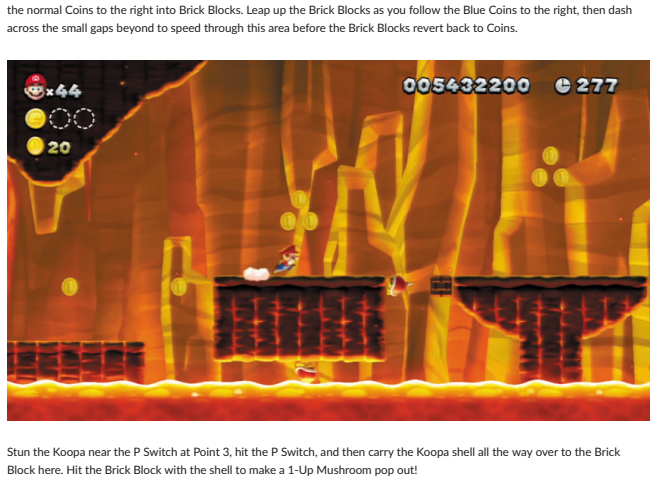
Leave the Koopa on the ledge here alone and ground pound through the central Brick Blocks while the lava is low. Jump out of the pit after smashing the Brick Blocks, then stun the Koopa and kick its shell into the pit, again waiting until the lava is low. The shell will bounce between the two remaining Brick Blocks, scoring you a whole bunch of Coins!



Stun the Koopa on this ledge, then toss its shell at the nearby Roulette Block to claim a random item.

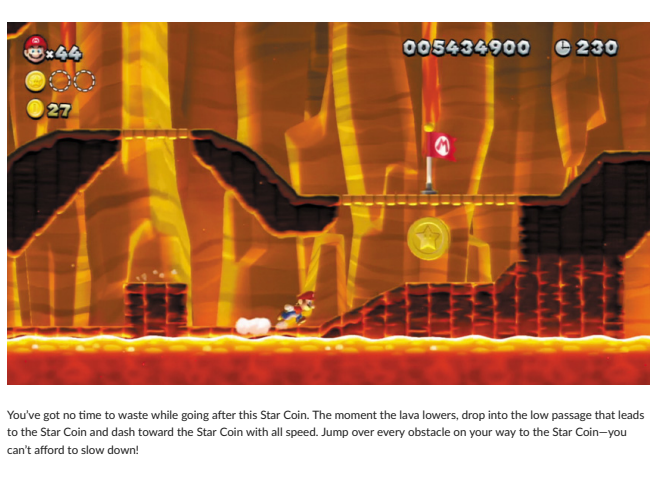


Bump the Brick Blocks here to discover a P Switch, then hit the switch to make a bunch of Blue Coins appear—and also turn the normal Coins to the right into Brick Blocks. Leap up the Brick Blocks as you follow the Blue Coins to the right, then dash across the small gaps beyond to speed through this area before the Brick Blocks revert back to Coins.



Stun the Koopa near the P Switch at Point 3, hit the P Switch, and then carry the Koopa shell all the way over to the Brick Block here. Hit the Brick Block with the shell to make a 1-Up Mushroom pop out!

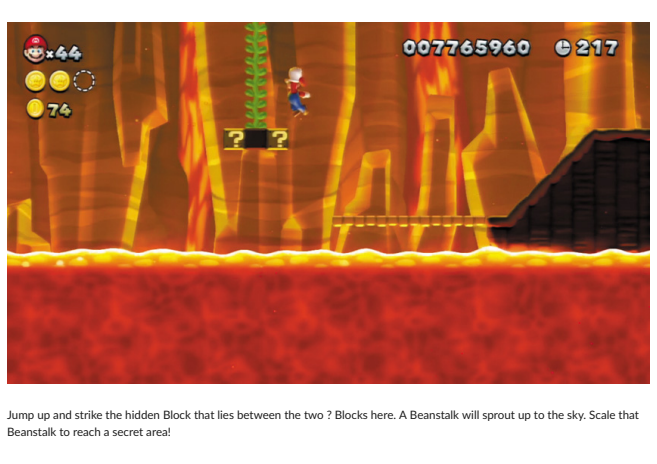
STAR COIN 2



You've got no time to waste while going after this Star Coin. The moment the lava lowers, drop into the low passage that leads to the Star Coin and dash toward the Star Coin with all speed. Jump over every obstacle on your way to the Star Coin—you can't afford to slow down!

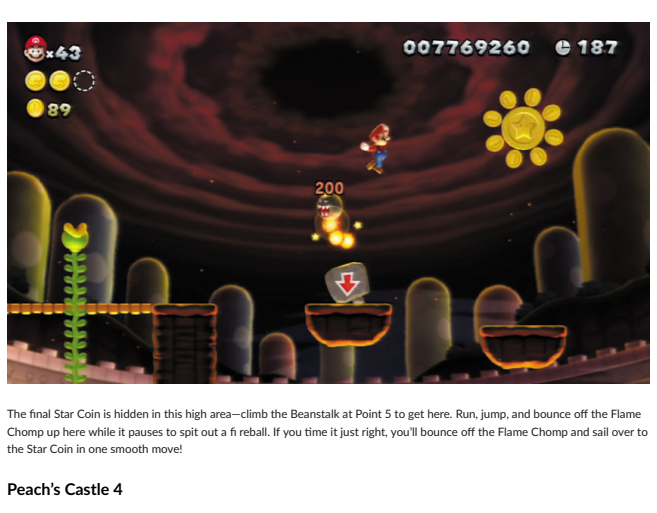
Tip

Slide down the short ramps in the passage that leads to the second Star Coin to pick up a bit of extra speed!



Jump up and strike the hidden Block that lies between the two ? Blocks here. A Beanstalk will sprout up to the sky. Scale that Beanstalk to reach a secret area!

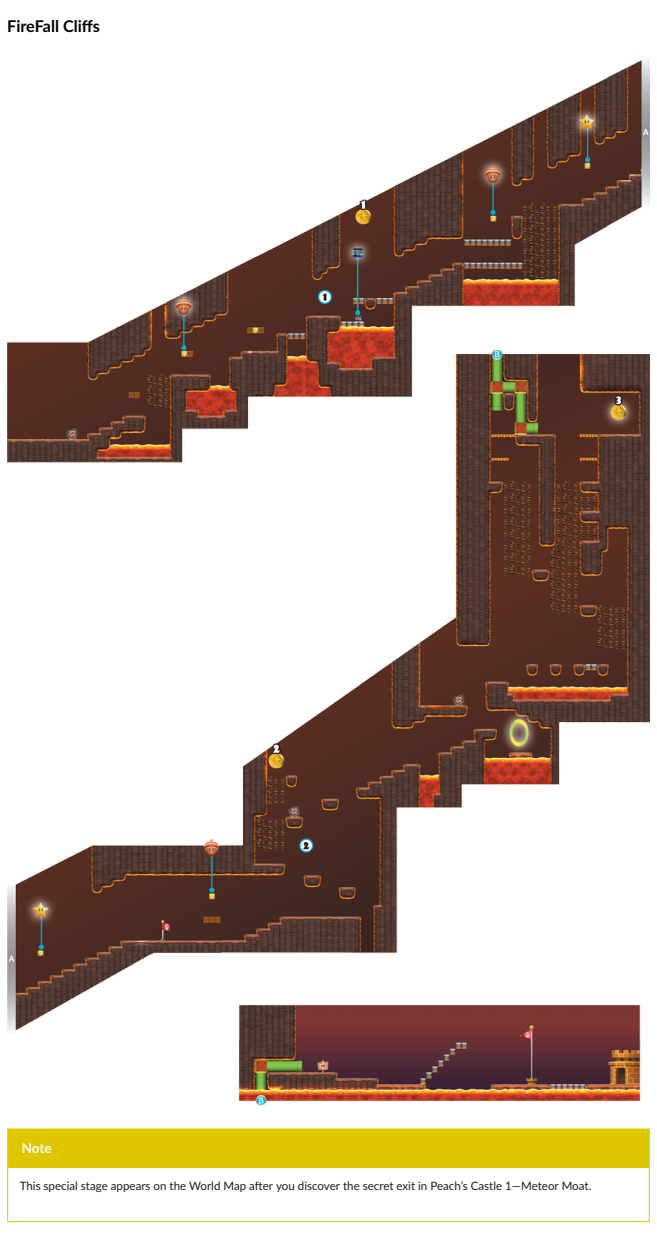
STAR COIN 3



The final Star Coin is hidden in this high area—climb the Beanstalk at Point 5 to get here. Run, jump, and bounce off the Flame Chomp up here while it pauses to spit out a fireball. If you time it just right, you'll bounce off the Flame Chomp and sail over to the Star Coin in one smooth move!

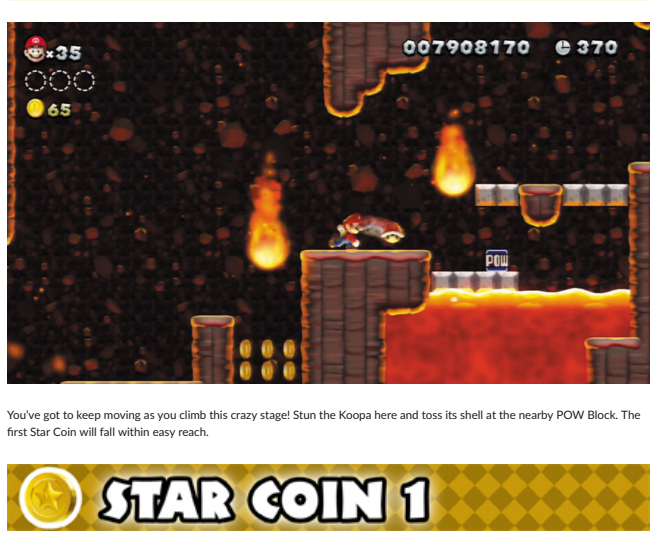
Peach's Castle 4

FireFall Cliffs



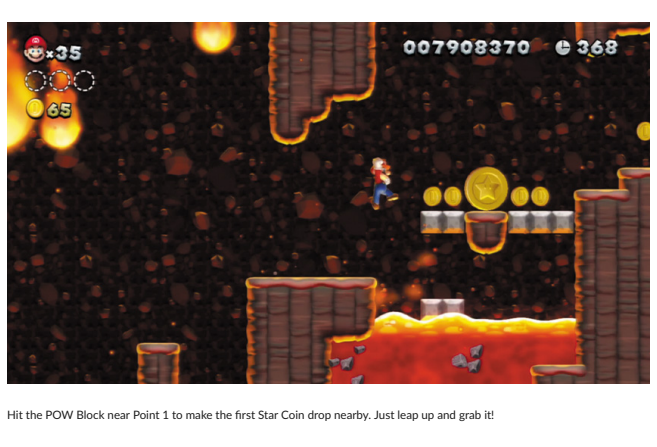
Note

This special stage appears on the World Map after you discover the secret exit in Peach's Castle 1—Meteor Moat.

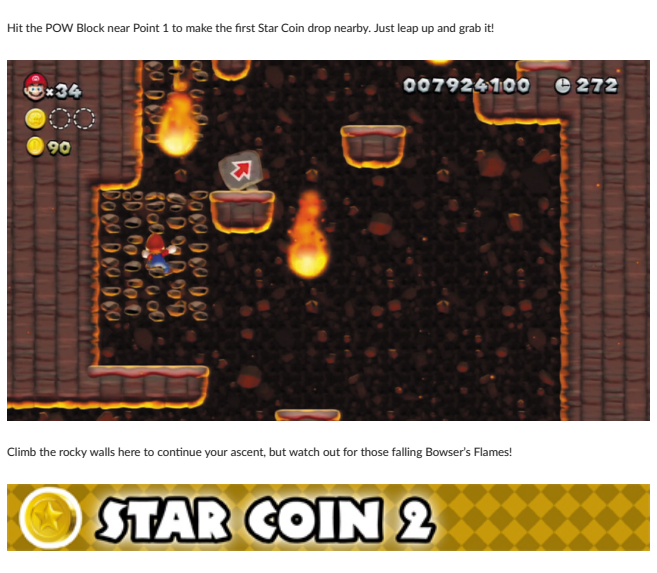


You've got to keep moving as you climb this crazy stage! Stun the Koopa here and toss its shell at the nearby POW Block. The first Star Coin will fall within easy reach.

STAR COIN 1

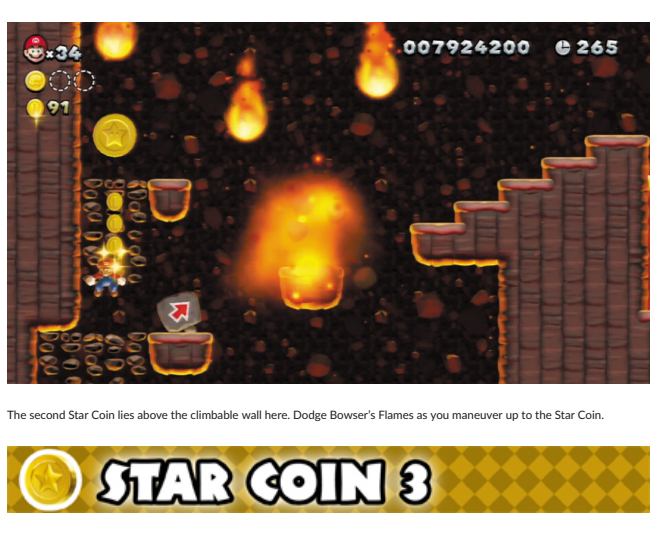


Hit the POW Block near Point 1 to make the first Star Coin drop nearby. Just leap up and grab it!



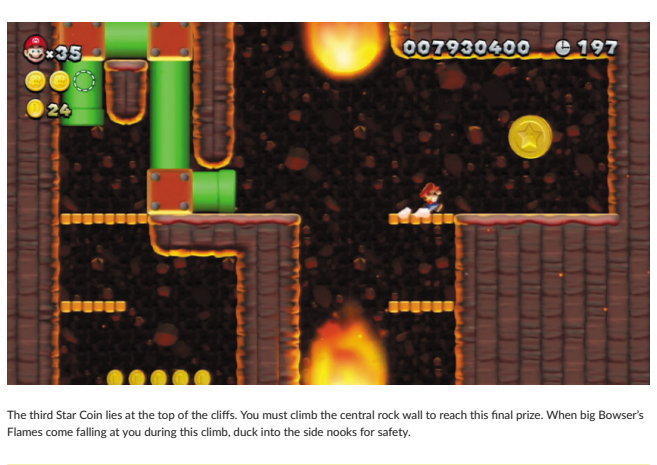
Climb the rocky walls here to continue your ascent, but watch out for those falling Bowser's Flames!

STAR COIN 2



The second Star Coin lies above the climbable wall here. Dodge Bowser's Flames as you maneuver up to the Star Coin.

STAR COIN 3



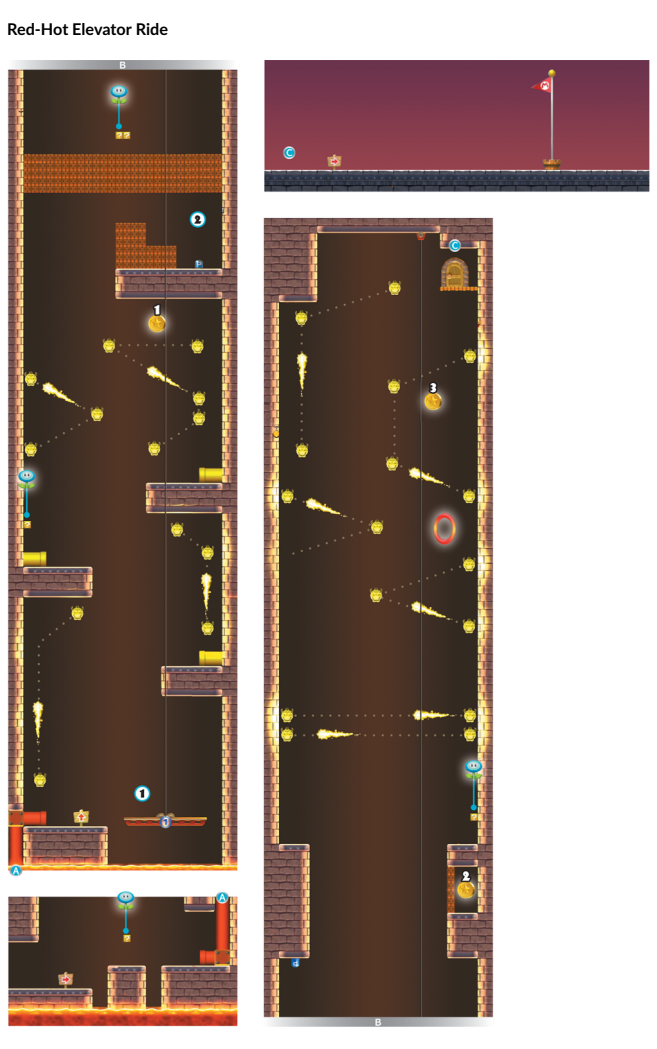
The third Star Coin lies at the top of the cliffs. You must climb the central rock wall to reach this final prize. When big Bowser's Flames come falling at you during this climb, duck into the side nooks for safety.

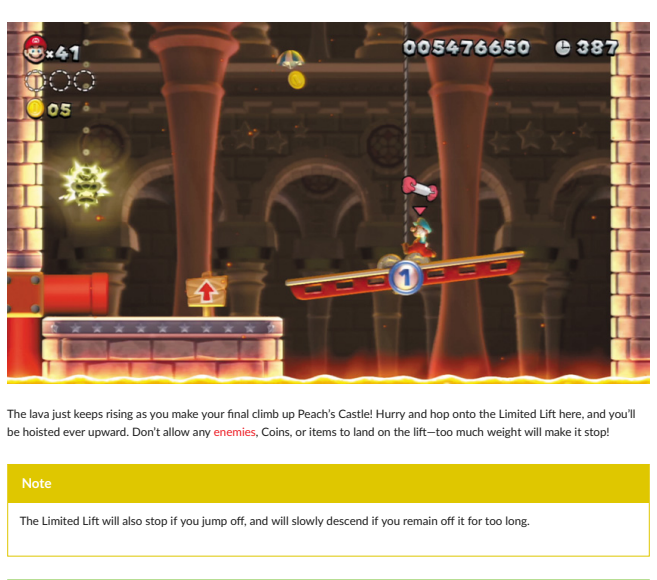
Note

No matter which Warp Pipe you enter at the top of the cliffs, you'll end up at the same exit. Both Warp Pipes lead to this stage's one and only Goal Pole.

Peach's Castle

Red-Hot Elevator Ride





The lava just keeps rising as you make your final climb up Peach's Castle! Hurry and hop onto the Limited Lift here, and you'll be hoisted ever upward. Don't allow any enemies, Coins, or items to land on the lift—too much weight will make it stop!

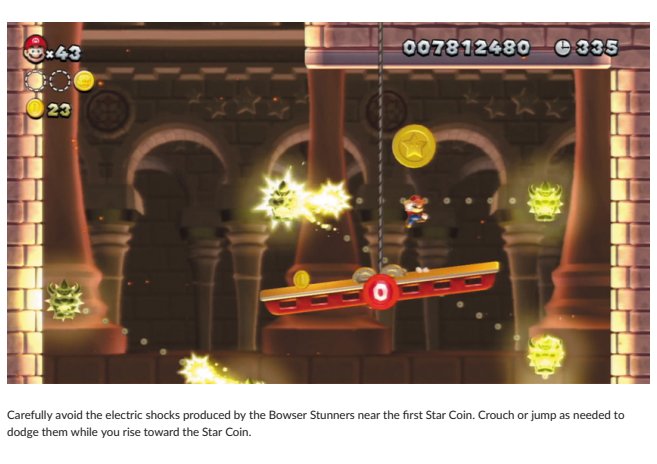
Note

The Limited Lift will also stop if you jump off, and will slowly descend if you remain off it for too long.

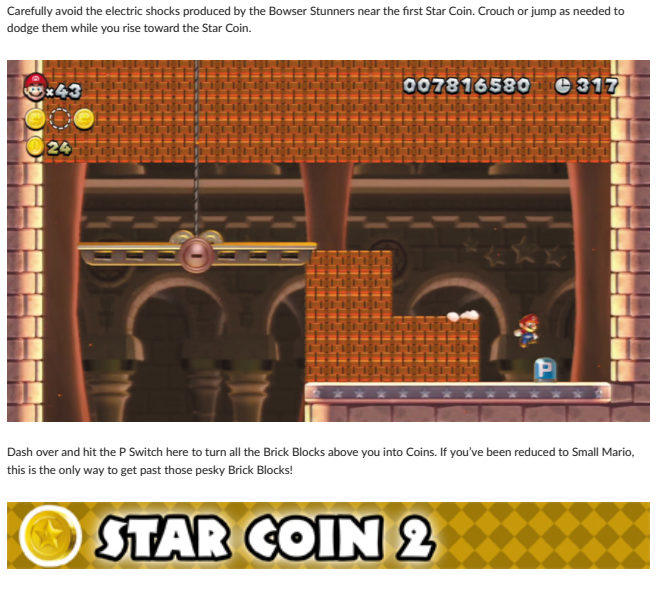
Tip

Maneuver the lift away from falling enemies and items—you might miss a few Coins, but it's more important that you keep climbing!

STAR COIN 1

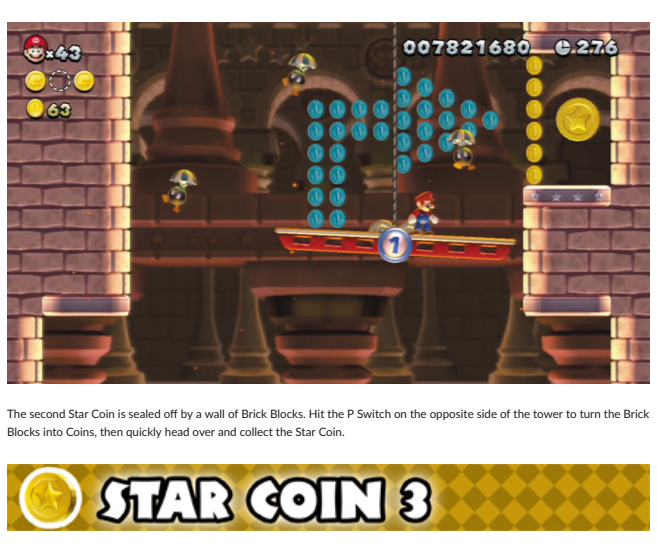


Carefully avoid the electric shocks produced by the Bowser Stunners near the first Star Coin. Crouch or jump as needed to dodge them while you rise toward the Star Coin.



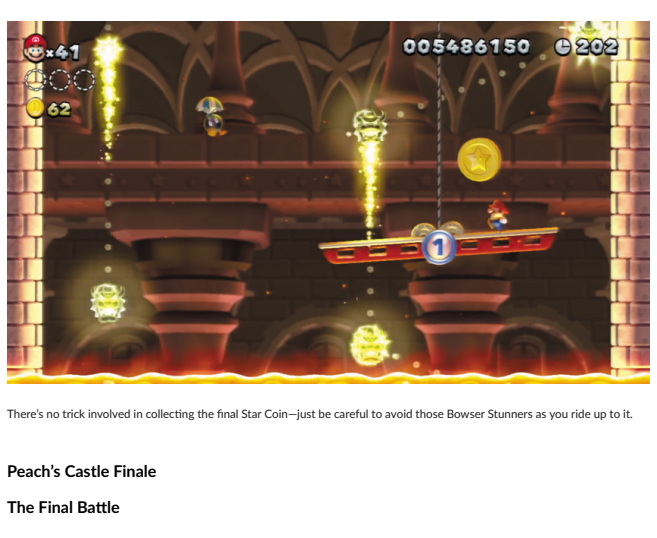
Dash over and hit the P Switch here to turn all the Brick Blocks above you into Coins. If you've been reduced to Small Mario, this is the only way to get past those pesky Brick Blocks!

STAR COIN 2



The second Star Coin is sealed off by a wall of Brick Blocks. Hit the P Switch on the opposite side of the tower to turn the Brick Blocks into Coins, then quickly head over and collect the Star Coin.

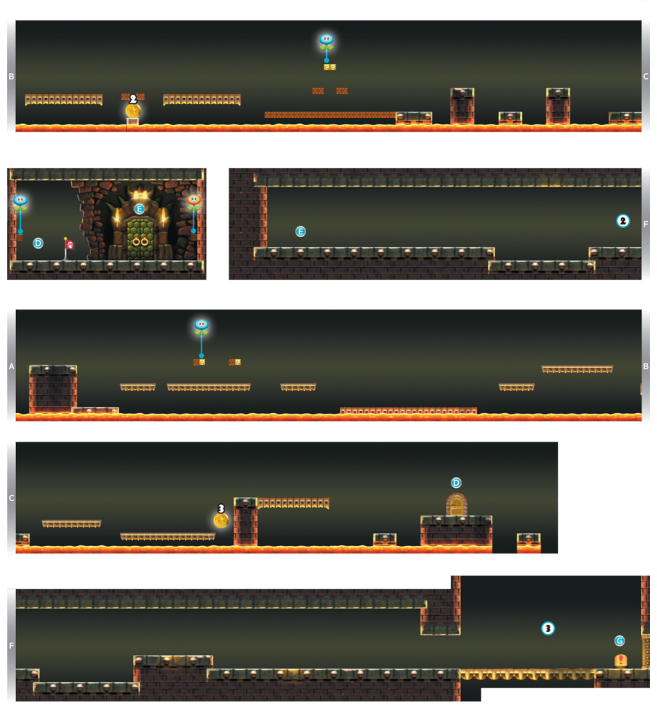
STAR COIN 3

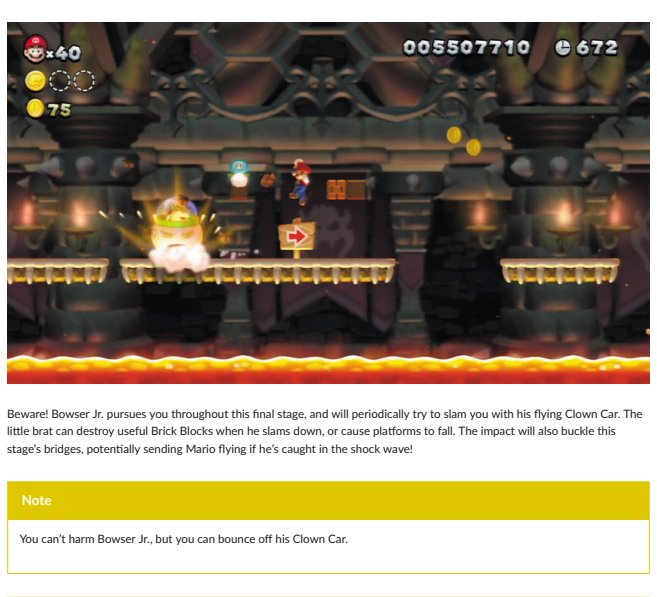


There's no trick involved in collecting the final Star Coin—just be careful to avoid those Bowser Stunners as you ride up to it.

Peach's Castle Finale

The Final Battle





Beware! Bowser Jr. pursues you throughout this final stage, and will periodically try to slam you with his flying Clown Car. The little brat can destroy useful Brick Blocks when he slams down, or cause platforms to fall. The impact will also buckle this stage's bridges, potentially sending Mario flying if he's caught in the shock wave!

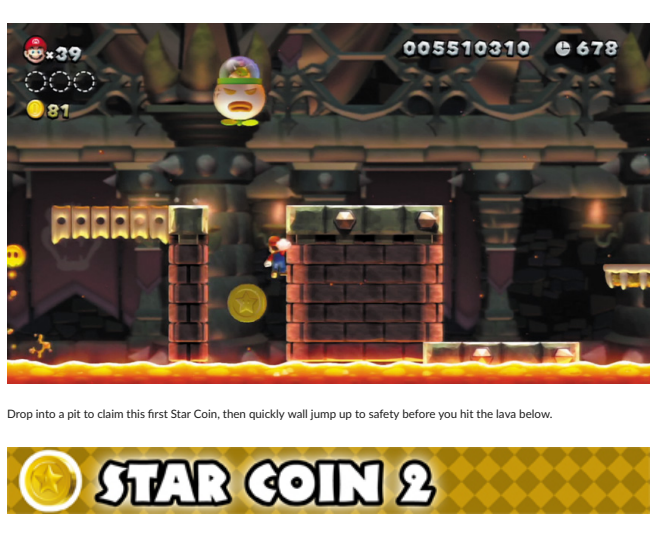
Note

You can't harm Bowser Jr., but you can bounce off his Clown Car.

Note

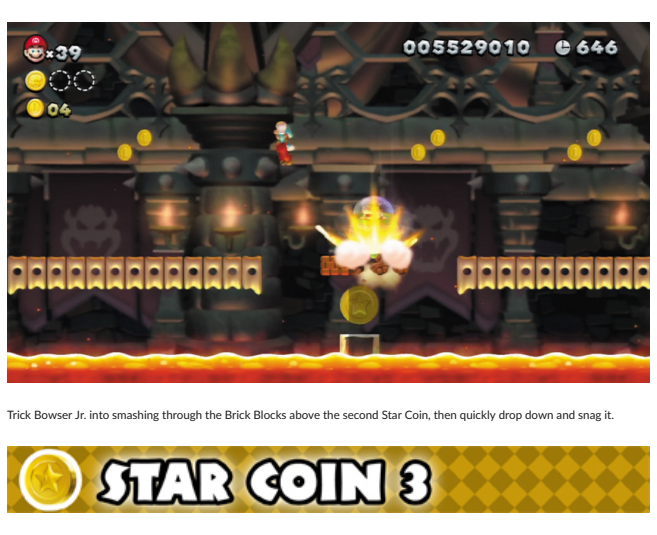
Platforms that Bowser Jr. knocks into the lava will return after a short time.

STAR COIN 1



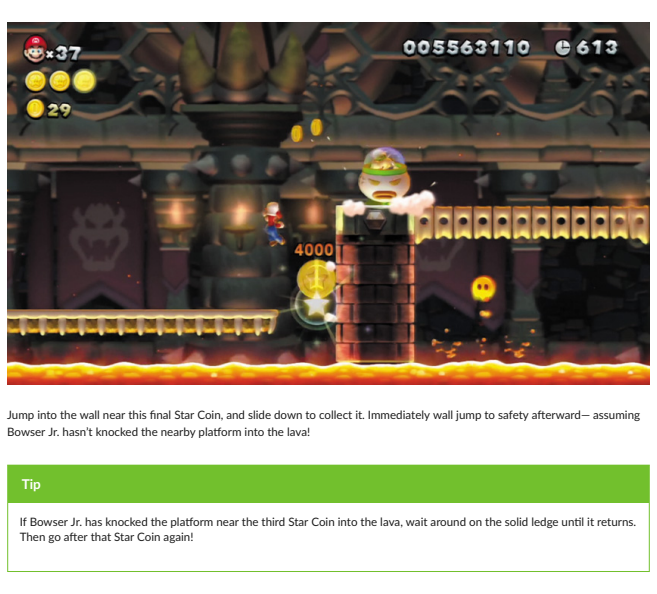
Drop into a pit to claim this first Star Coin, then quickly wall jump up to safety before you hit the lava below.

STAR COIN 2



Trick Bowser Jr. into smashing through the Brick Blocks above the second Star Coin, then quickly drop down and snag it.

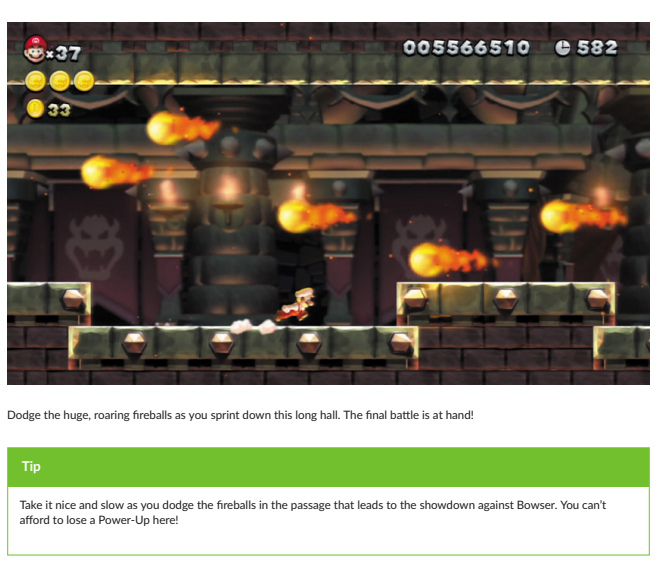
STAR COIN 3



Jump into the wall near this final Star Coin, and slide down to collect it. Immediately wall jump to safety afterward—assuming Bowser Jr. hasn't knocked the nearby platform into the lava!

Tip

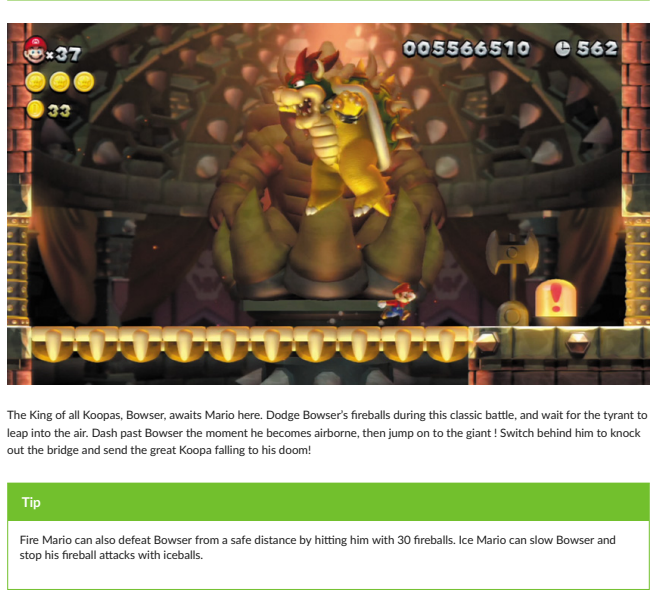
If Bowser Jr. has knocked the platform near the third Star Coin into the lava, wait around on the solid ledge until it returns. Then go after that Star Coin again!



Dodge the huge, roaring fireballs as you sprint down this long hall. The final battle is at hand!

Tip

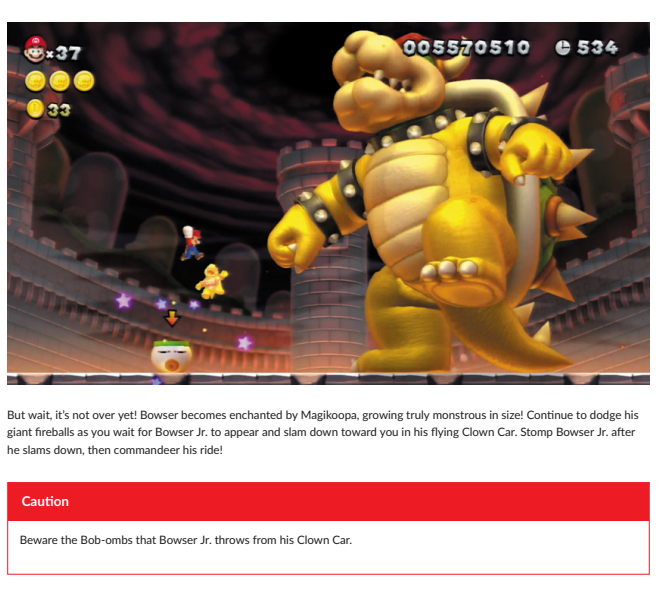
Take it nice and slow as you dodge the fireballs in the passage that leads to the showdown against Bowser. You can't afford to lose a Power-Up here!



The King of all Koopas, Bowser, awaits Mario here. Dodge Bowser's fireballs during this classic battle, and wait for the tyrant to leap into the air. Dash past Bowser the moment he becomes airborne, then jump on to the giant ! Switch behind him to knock out the bridge and send the great Koopa falling to his doom!

Tip

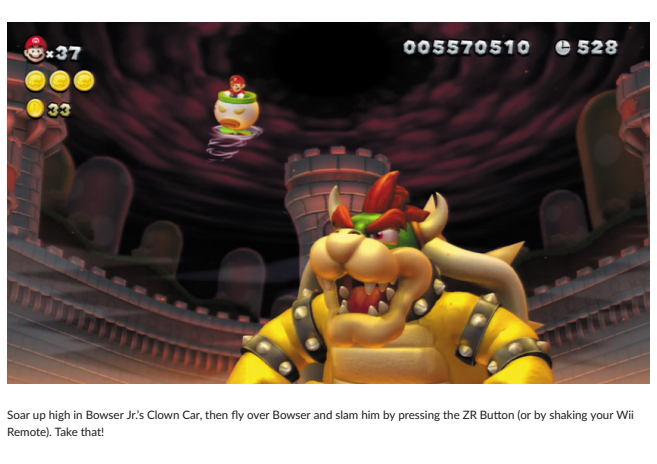
Fire Mario can also defeat Bowser from a safe distance by hitting him with 30 fireballs. Ice Mario can slow Bowser and stop his fireball attacks with iceballs.



But wait, it's not over yet! Bowser becomes enchanted by Magikoopa, growing truly monstrous in size! Continue to dodge his giant fireballs as you wait for Bowser Jr. to appear and slam down toward you in his flying Clown Car. Stomp Bowser Jr. after he slams down, then commandeer his ride!

Caution

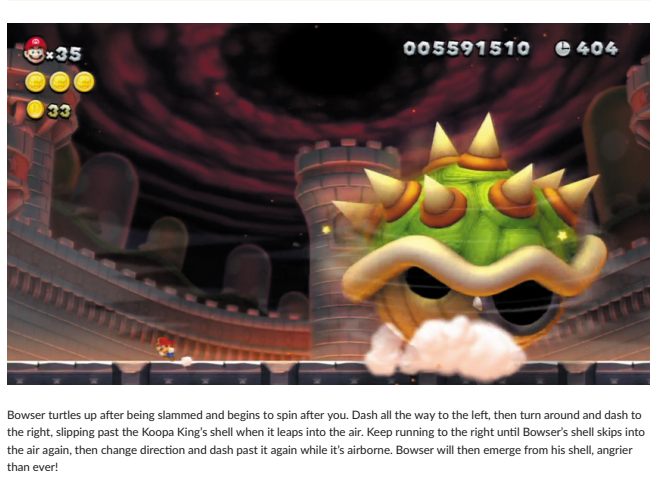
Beware the Bob-ombs that Bowser Jr. throws from his Clown Car.



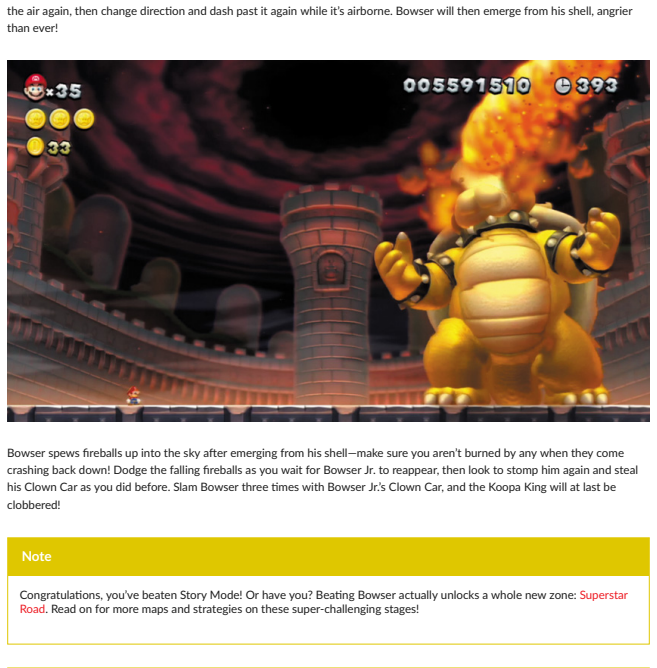
Soar up high in Bowser Jr.'s Clown Car, then fly over Bowser and slam him by pressing the ZR Button (or by shaking your Wii Remote). Take that!

Tip

Fire Mario can also defeat Bowser by hitting him with 180 fireballs. Every 60 fireballs equal one Junior Clown Car slam!



Bowser turtles up after being slammed and begins to spin after you. Dash all the way to the left, then turn around and dash to the right, slipping past the Koopa King's shell when it leaps into the air. Keep running to the right until Bowser's shell skips into the air again, then change direction and dash past it again while it's airborne. Bowser will then emerge from his shell, angrier than ever!



Bowser spews fireballs up into the sky after emerging from his shell—make sure you aren't burned by any when they come crashing back down! Dodge the falling fireballs as you wait for Bowser Jr. to reappear, then look to stomp him again and steal his Clown Car as you did before. Slam Bowser three times with Bowser Jr.'s Clown Car, and the Koopa King will at last be clobbered!

Note

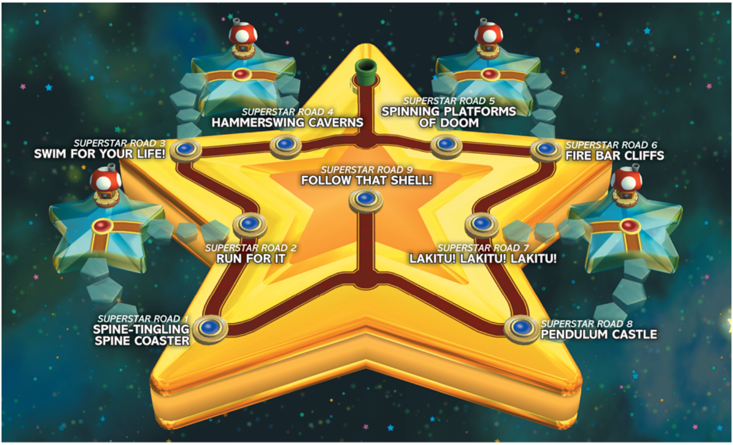
Congratulations, you've beaten Story Mode! Or have you? Beating Bowser actually unlocks a whole new zone: Superstar Road. Read on for more maps and strategies on these super-challenging stages!

Note

Now that you've "beaten" Story Mode, you'll be able to save your progress at any time from the World Map menu. Handy!

Worlds

Superstar Road


SUPERSTAR ROAD 4
HAMMERSWING CAVERNS
SUPERSTAR ROAD 5
SPINNING PLATFORMS OF DOOM
SUPERSTAR ROAD 3
SWIM FOR YOUR LIFE!
SUPERSTAR ROAD 6
FIRE BAR CLIFFS
SUPERSTAR ROAD 9
FOLLOW THAT SHELL!
SUPERSTAR ROAD 2
RUN FOR IT
SUPERSTAR ROAD 7
LAKITU! LAKITU! LAKITU!
SUPERSTAR ROAD 1
SPINE-TINGLING SPINE COASTER
SUPERSTAR ROAD 8
PENDULUM CASTLE

Locations

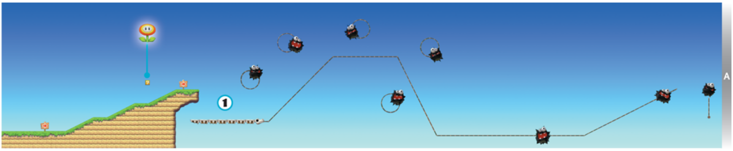
Levels	Toad Houses	Map Enemies	Boss
9	4	None	None

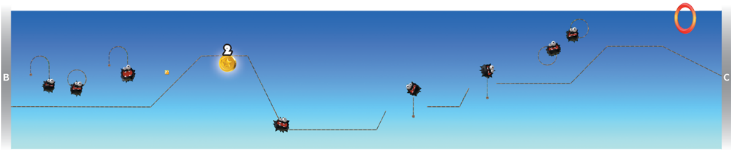
Note

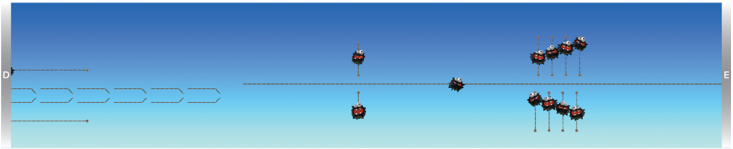
Clear Peach's Castle to unlock Superstar Road, but be warned—the challenge factor is set to an all-time high on these secret stages!

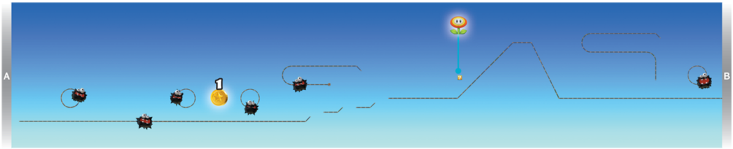
Superstar Road 1

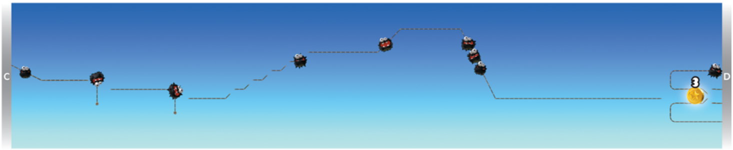
Spine-Tingling Spine Coaster

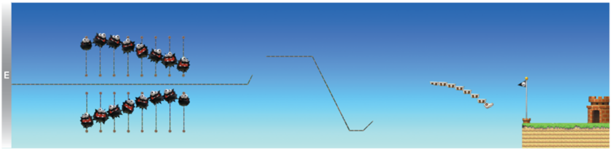






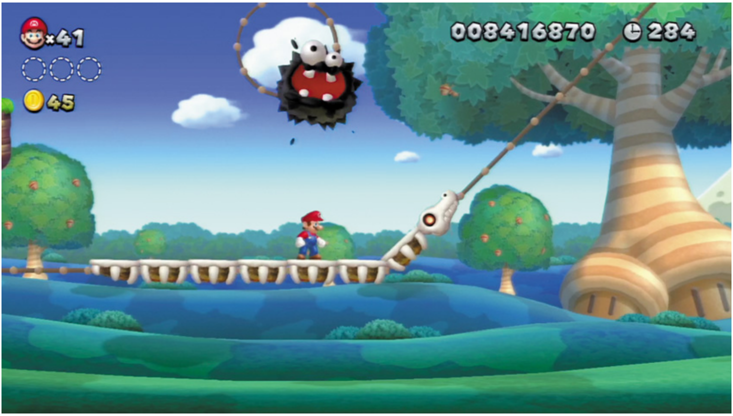






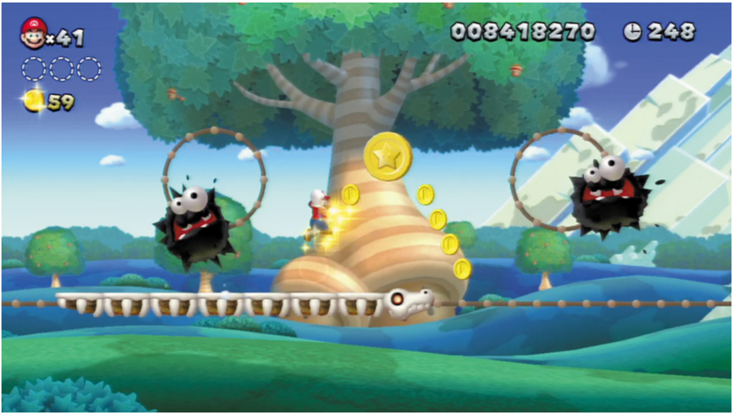
Note

Find all three Star Coins on every Acorn Plains stage to unlock this special level.


×41
45
008416870
284

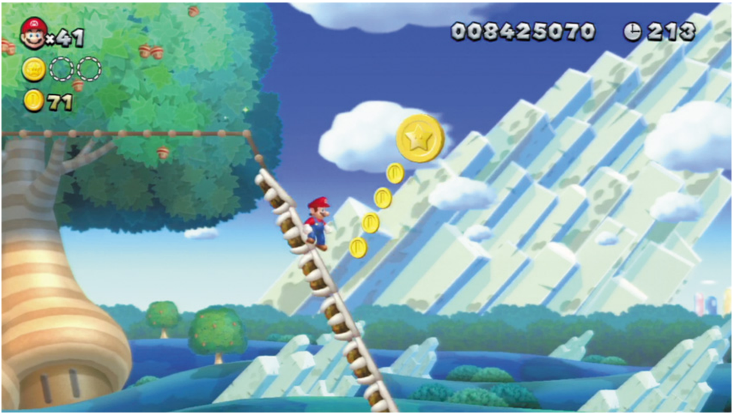
The Spine Coaster makes its triumphant return! Hop aboard right here, and get ready for a wild ride!

STAR COIN 1


×41
59
008418270
248

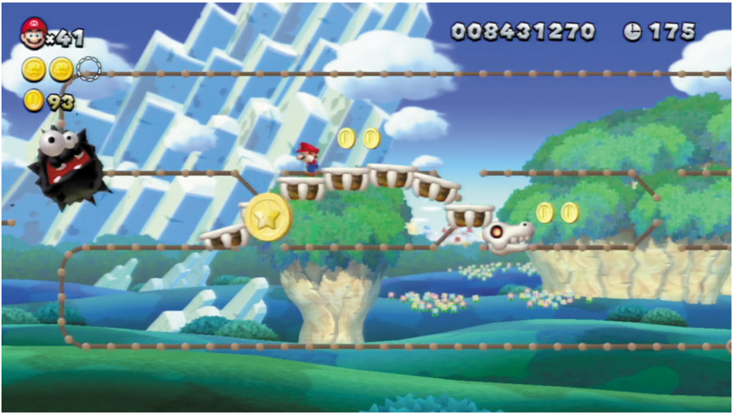
There’s nothing special involved in collecting the first Star Coin—just jump up between a pair of Fuzzies and grab it as you speed past.

STAR COIN 2


×41
71
008425070
213

Don’t be fooled by the second Star Coin—you can’t reach it at first. Ride past the Star Coin. As the Spine Coaster descends the next slope, the Star Coin will move to a new position. Jump up and grab it while you have the chance!

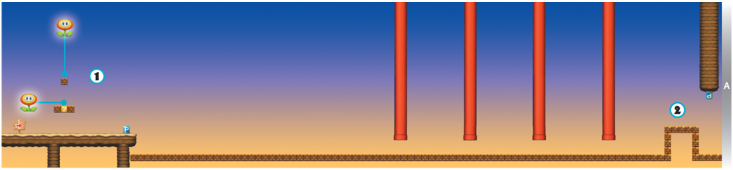
STAR COIN 3

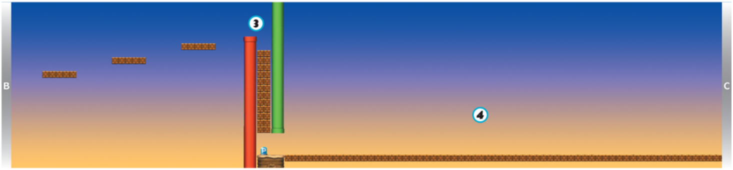

×41
93
008431270
175

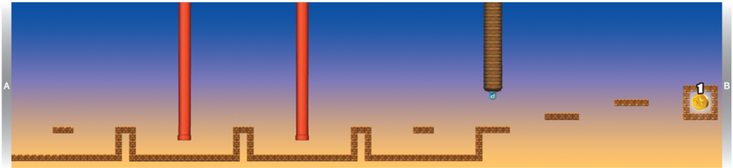
The third Star Coin moves along a track behind the Spine Coaster here. Simply stand near the back of the Spine Coaster and collect the Star Coin before it flies away.

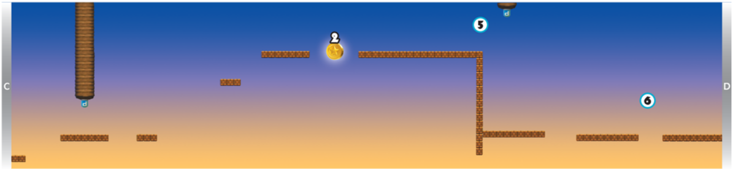
Superstar Road 2

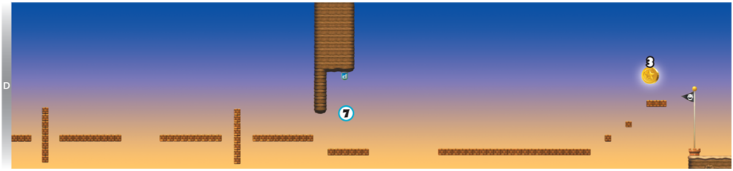
Run for It





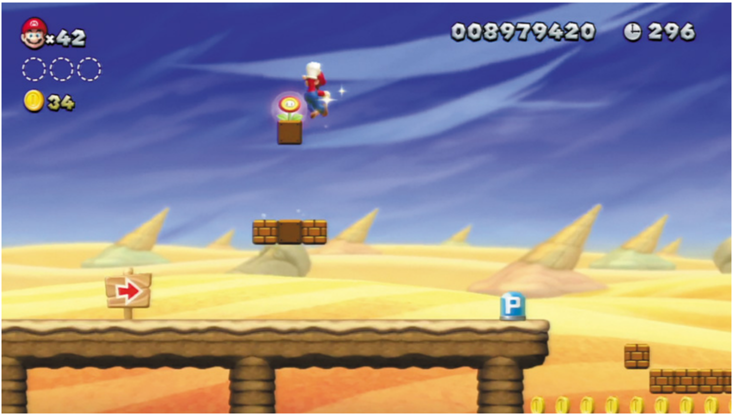




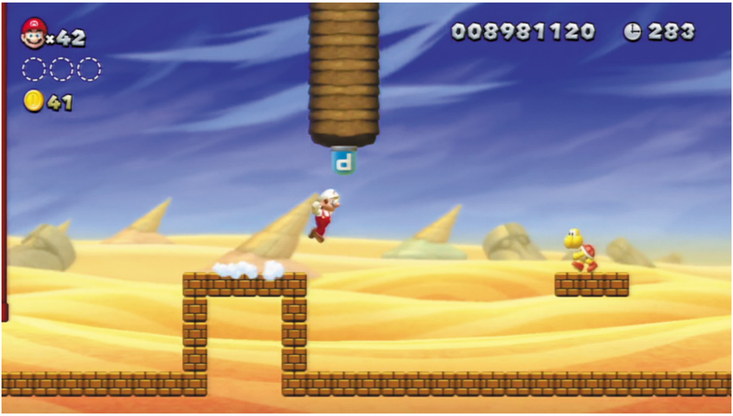


Note

Find all three Star Coins on every Layer-Cake Desert stage to unlock this special level.


×42
34
008979420
296
P

Jump up and bump a hidden Block above the ? Block here to score a Fire Flower. Now hit the nearby P Switch and begin your mad dash through this crazy stage!


×42
41
008981120
283
d

Dash straight past the Piranha Plants as you speed toward the second P Switch, which is located here. Jump up and hit the P Switch without breaking stride.

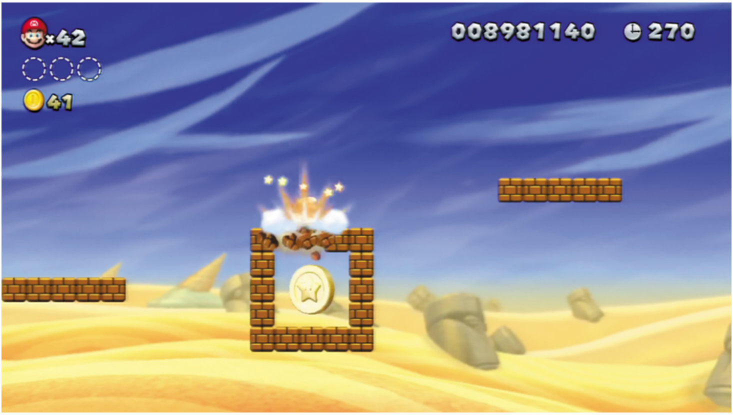
Note

You must hit every P Switch as you speed through this stage, or else the Brick Blocks will turn back into Coins and you will fall!

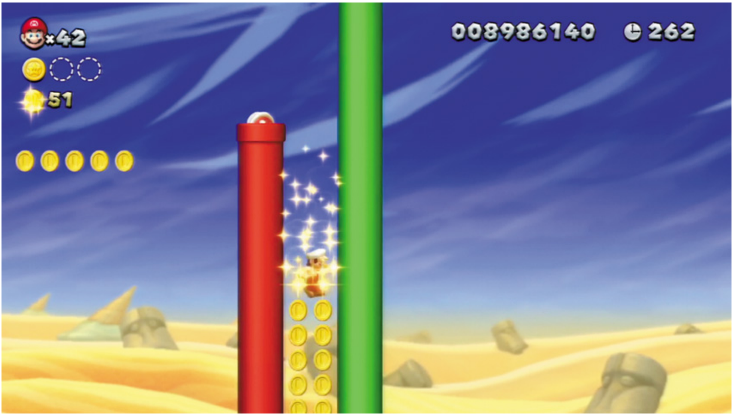
Tip

If you're struggling with this stage, catch Nabbit to obtain a P-Acorn. This level is much easier when you play as Power Squirrel Mario!

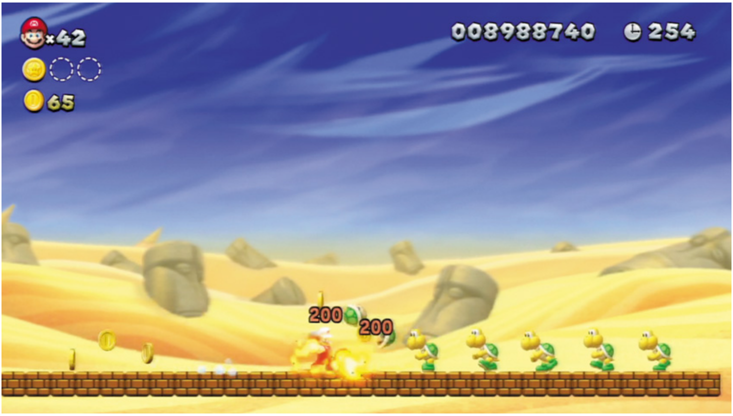
STAR COIN 1


×42
008981140
270
41

Leap up the Brick Blocks after hitting the third P Switch. As you jump over the Star Coin here, perform a ground pound and smash through the Brick Blocks to claim the Coin. Immediately jump out and continue leaping up the Brick Blocks.


×42
008986140
262
51

Leap over the Piranha Plant here, then stand atop the tall stack of Brick Blocks. Allow the Brick Blocks to revert back to Coins, and you'll drop all the way down to another P Switch. Resume dashing the moment you land!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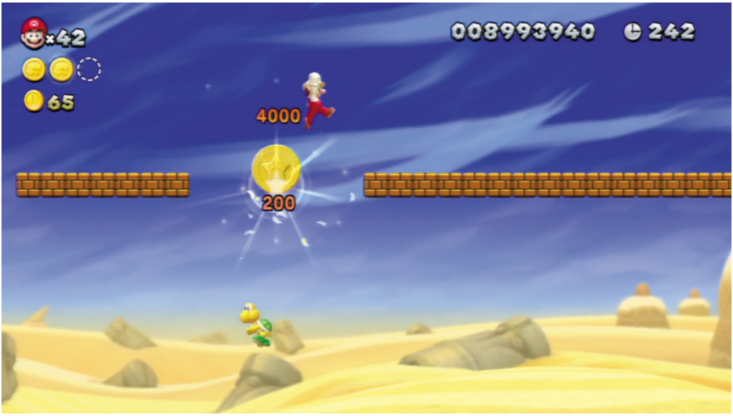
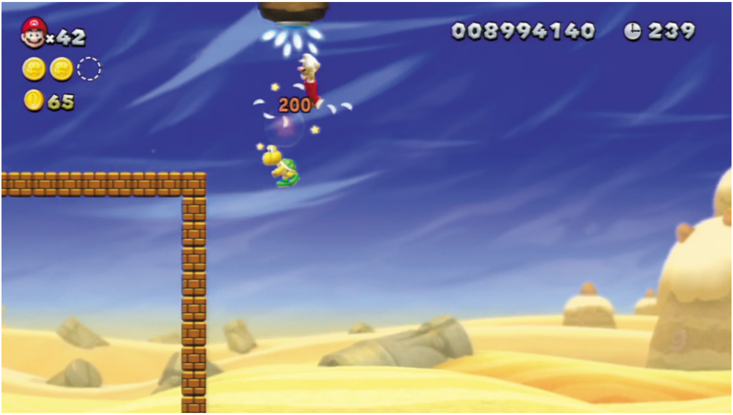
65
008988740
254
200
200

Either stomp and kick the first Koopa here to send its shell flying at the many Koopas ahead, or rapidly tap the dash button to toss fireballs and defeat all of the Koopas as you sprint ever onward. Kicking the Koopa shell takes a little more time, but you'll score a few 1-Ups in trade!

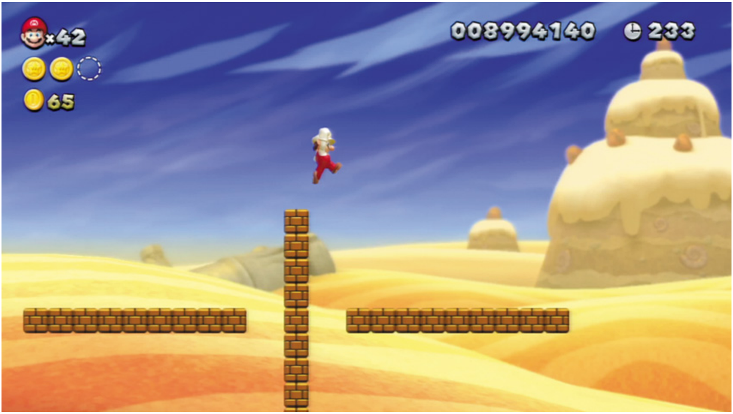
STAR COIN 2


×42
65
008993940
242
4000
200

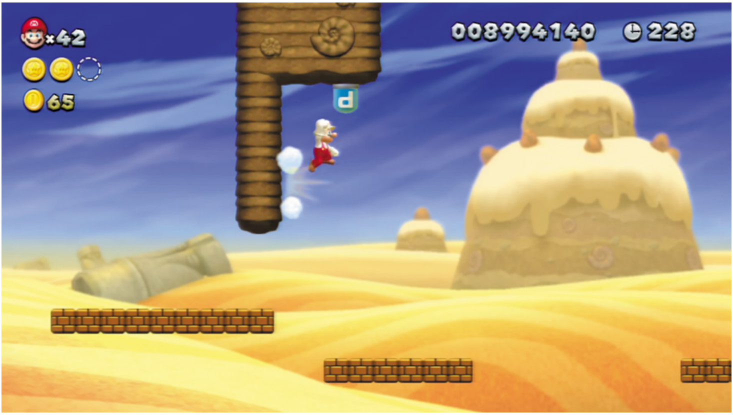
If necessary, pause near the second Star Coin and wait until the Koopa Paratroopa below the Star Coin is flying upward. Then jump out and collect the Star Coin. Hold the jump button so that you bounce off the Paratroopa after collecting the Star Coin and bound over to the Brick Blocks on the right.


×42
65
200
008994140
239

Bounce off another Koopa Paratroopa here to hit the overhead P Switch.

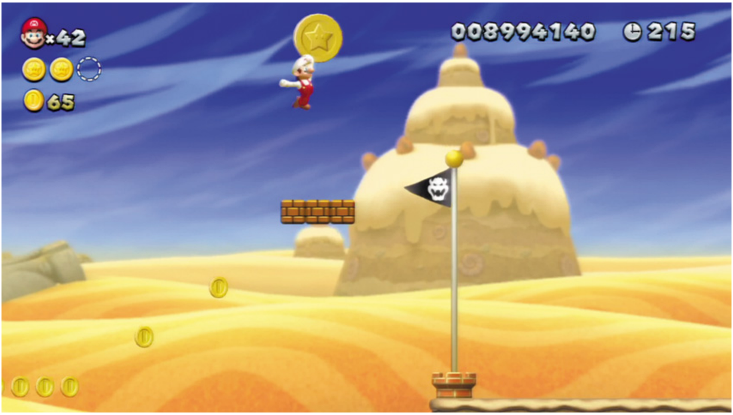

×42
65
008994140
233

The moving Brick Blocks here make this segment quite challenging. Dash along them without breaking stride after hitting the P Switch at Point 5. Jump from the very end of each platform to clear the gaps and land on the next platform ahead.


×42
65
008994140
228

Hit the brakes and wall jump up to the high overhead P Switch here. Nice work—the Goal Pole is just ahead!

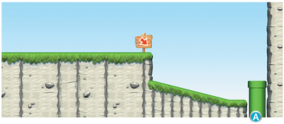
STAR COIN 3

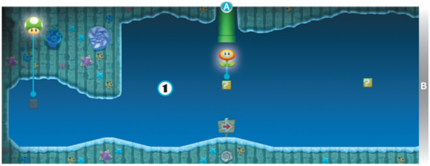

×42
65
008994140
215

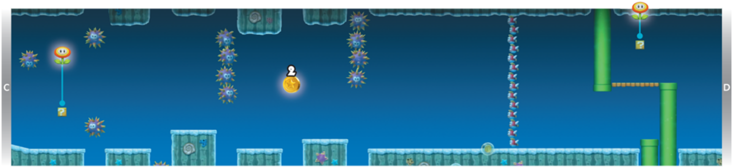
Pause on the final Brick Block before the Goal Pole and listen to the sound of the P Switch music. Jump from the Brick Block just as the music is about to end, so that you land on the Coins ahead when they revert back to Brick Blocks. Now jump up and claim that final Star Coin!

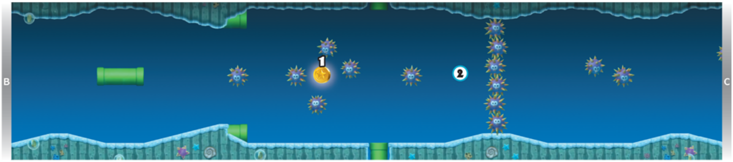
Superstar Road 3

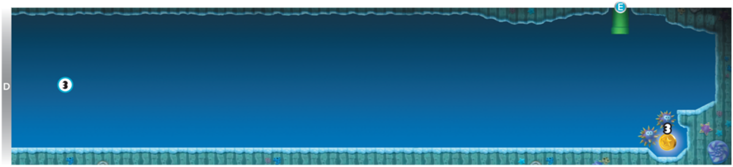
Swim for Your Life!

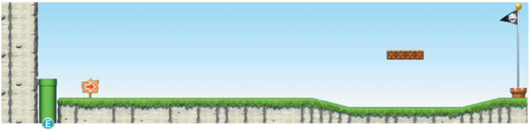






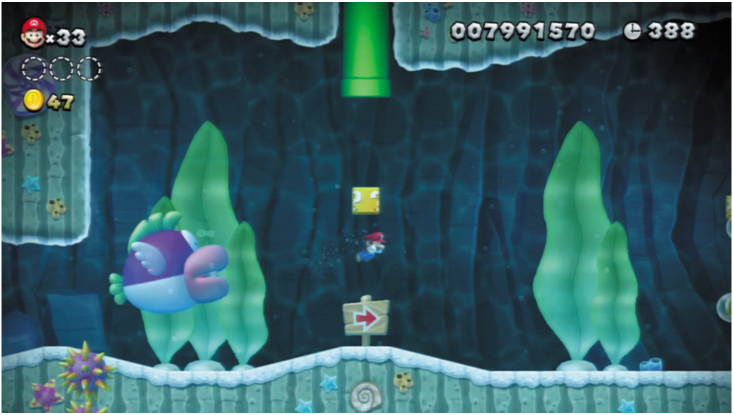






Note

Find all three Star Coins on every Sparkling Waters stage to unlock this special level.


×33
007991570
388
47

A fat fish named Cheep Chomp emerges from the cave here, hungry for heroes. Cheep Chomp chases you throughout this stage and can gobble you up in one gulp, so keep away from those chompers! If you're brave enough to slip into Cheep Chomp's cave, you can discover a hidden Block that contains a 1-Up Mushroom.

Tip

Use fireballs to defeat Cheep Chomp. He'll return after a short time, so be ready to fry him again!

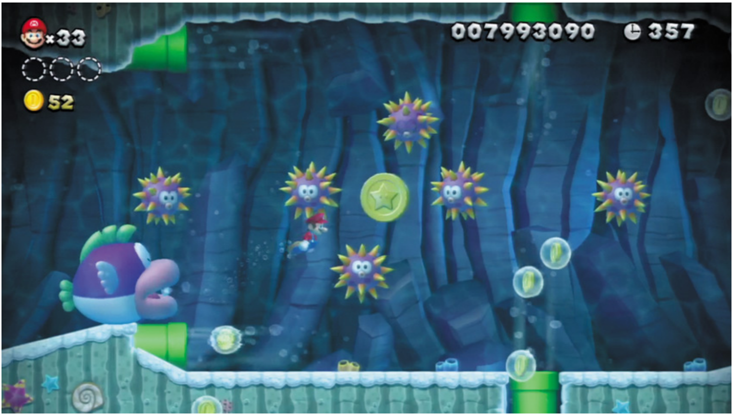
Tip

Use Penguin Mario, or bring any Baby Yoshi into this stage, to make matters easier!

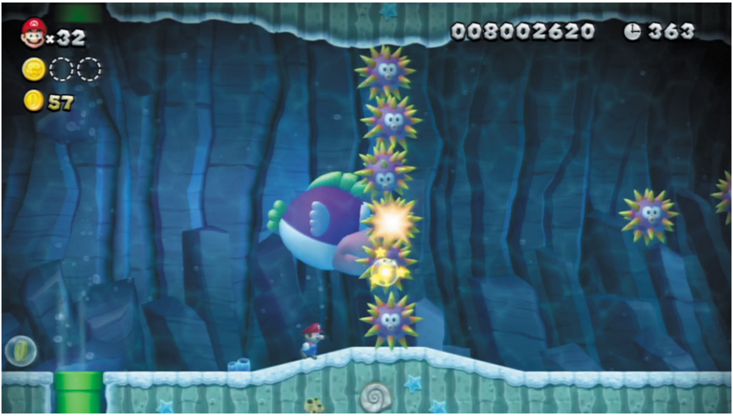
Caution

Cheep Chomp can destroy useful Blocks. Lure him away from Blocks you wish to hit!

STAR COIN 1

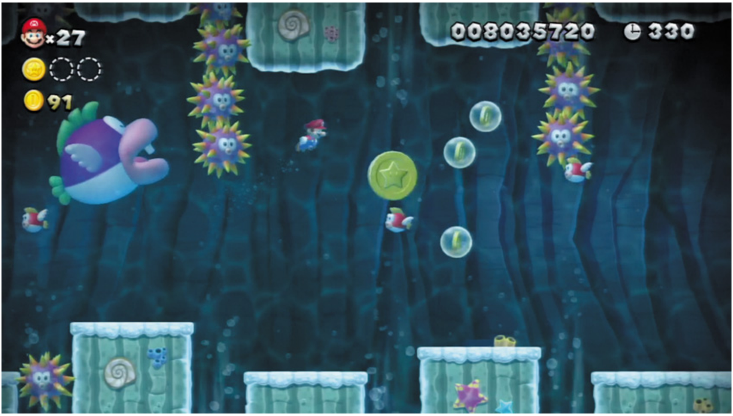

×33
007993090
357
52

A quartet of Urchins guards the first Star Coin. Defeat them with fireballs, or lure Cheep Chomp into swimming into them for you—the big fish will defeat any enemy it touches! You can also try to swim between the Urchins, but it's far more challenging.

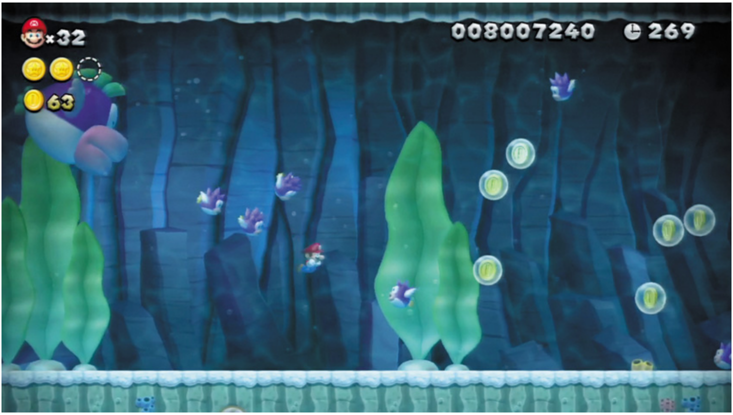

×32
008002620
363
57

Trick Cheep Chomp into defeating some of the Urchins that have formed a wall here so that you may swim past. Or simply scorch the Urchins with a few fireballs and clear your own way through. Use these same tricks to get through the wall of Cheep Cheeps that you encounter a short distance beyond this Point.

STAR COIN 2


×27
91
008035720
330

The second Star Coin floats up and down across the stage here. Carefully collect the Star Coin as you avoid Cheep Chomp and the nearby Urchins.

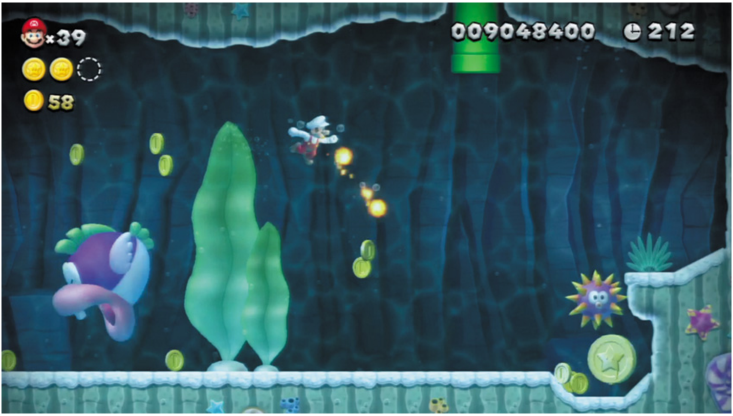

×32
63
008007240
269

Beware! A school of Spiny Cheep-Cheeps swims toward you when you reach this Point! These little fish will chase you just like Cheep Chomp, so do your best to avoid them, or defeat them quickly with fireballs.

Tip

Lure Cheep Chomp into defeating the Spiny Cheep-Cheeps for you!

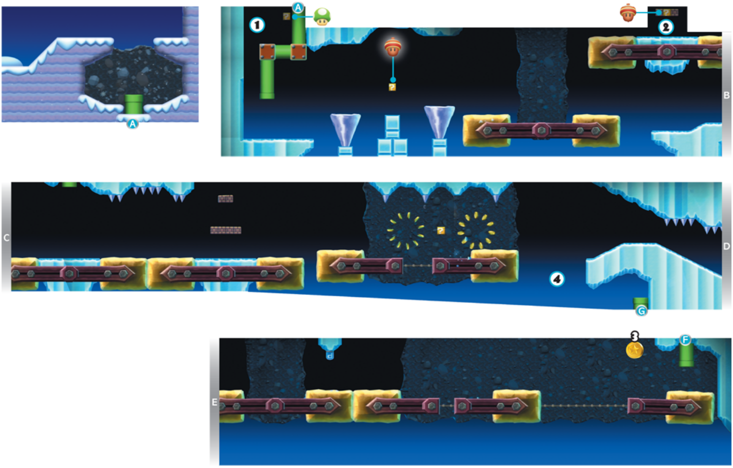
STAR COIN 3


×39
009048400
212
58

Take out the two Urchins that guard this final Star Coin with fireballs, or trick Cheep Chomp into gobbling them up. Then simply swim over and grab the Star Coin.

Superstar Road 4

Hammerswing Caverns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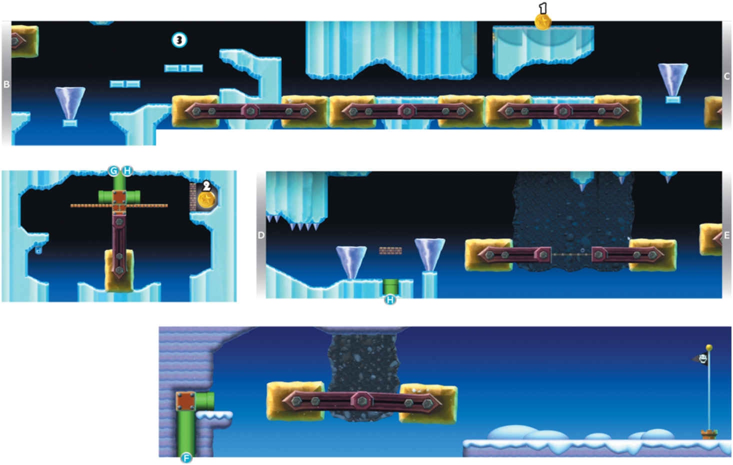
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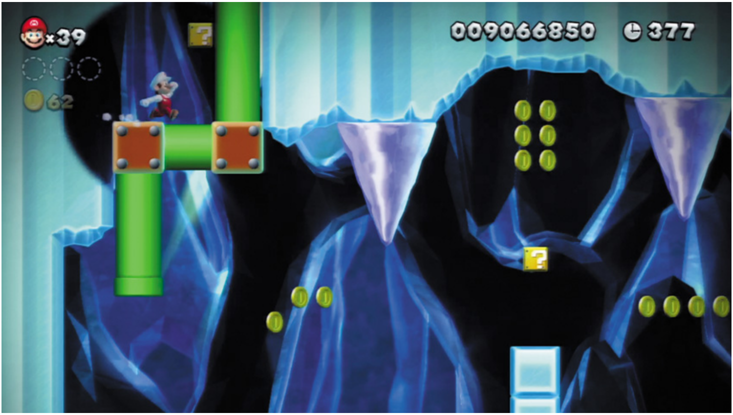
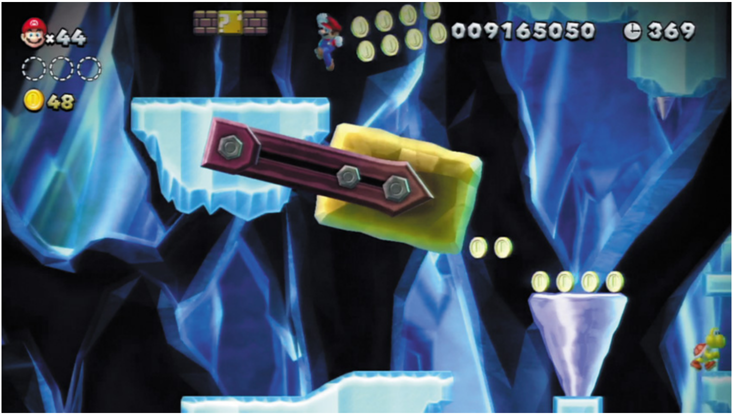
Note

Find all three Star Coins on every Frosted Glacier stage to unlock this special level.


×39
62
009066850
377

Wall jump up to this hidden area and collect a 1-Up Mushroom from the ? Block you discover here.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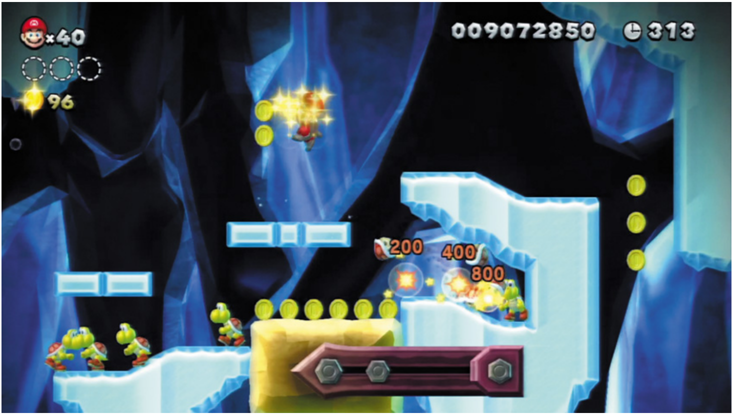
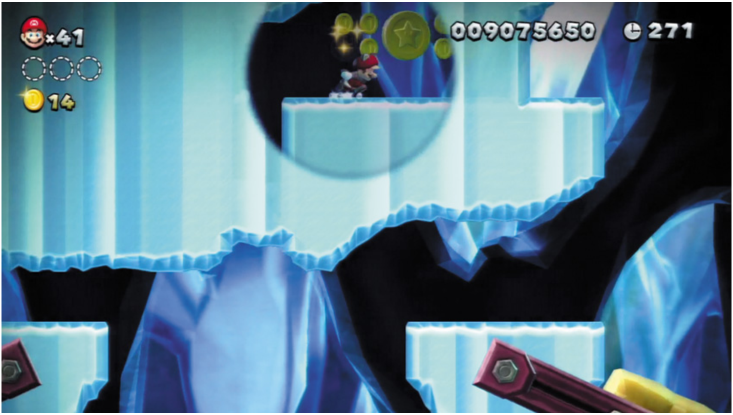
369
48

Use a flying squirrel jump to reach the Brick Blocks up here. You can also jump onto the swinging Swinging Hammer below the Blocks to reach this area, but it's riskier.

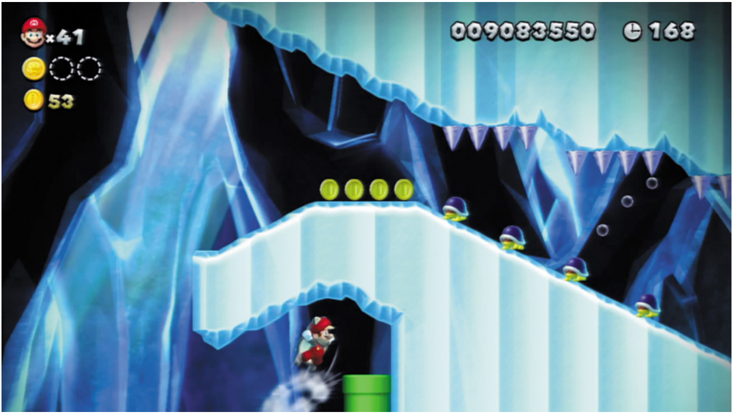

×40
009072850
313
96
200
400
800

Stun the Koopa on the ice here, then toss its shell to the right while the Swinging Hammer below is swinging to the left. If you time it just right, the shell will defeat all of the Koopas below, scoring you a 1-Up!

STAR COIN 1

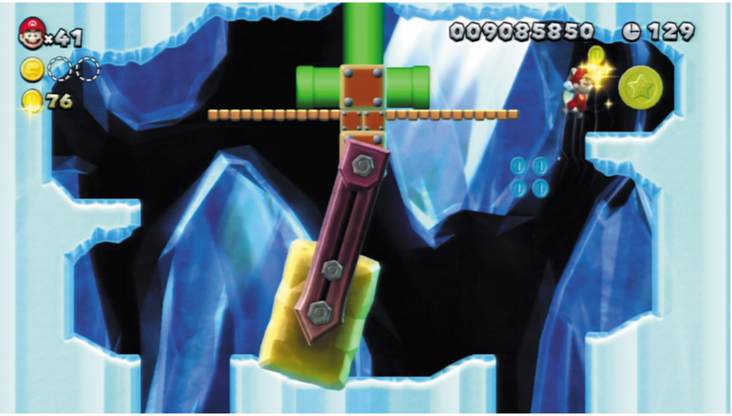

×41
14
009075650
271

The first Star Coin is hidden behind the ice up here. Wall jump between the Swinging Hammers below to slip behind the ice and reach the Star Coin.


×41
53
009083550
168

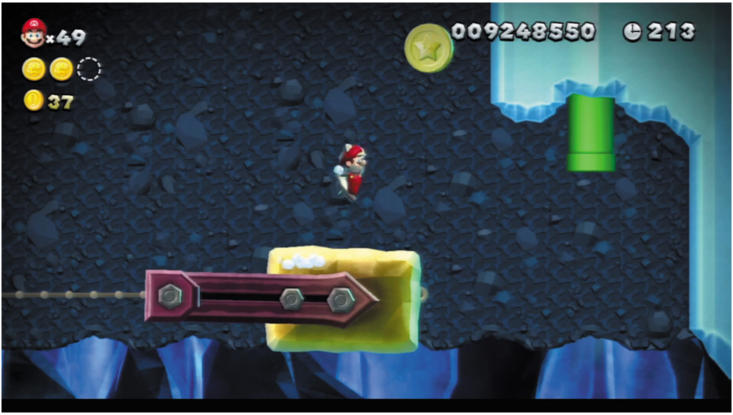
As Flying Squirrel Mario, drop and glide over to the low Warp Pipe here. Use a flying squirrel jump to land atop the Warp Pipe, then head inside.

STAR COIN 2


×41
76
009085850
129

Enter the Warp Pipe at Point 4 to reach the secret cavern where the second Star Coin is stashed. Hit the P Switch down here while the Swinging Hammer is swinging to the left, then quickly cross the cavern and use a flying squirrel jump to reach the high Star Coin before the Coins near the Star Coin turn back into Brick Blocks.

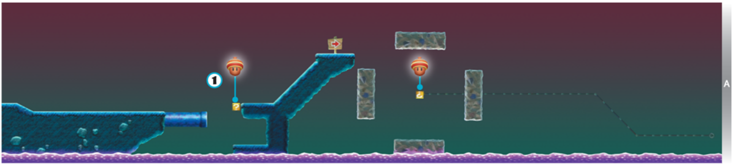
STAR COIN 3

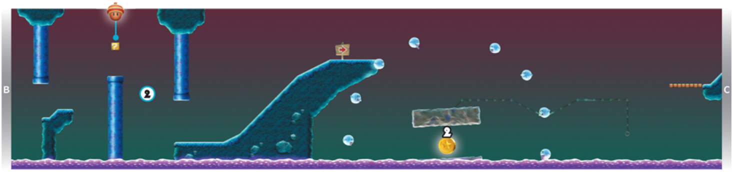

×49
37
009248550
213

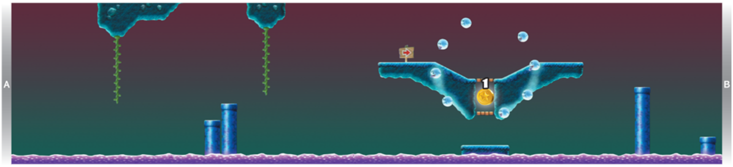
Use a flying squirrel jump to reach the final Star Coin, which hovers way up high near the final Warp Pipe. Land on the Swinging Hammer below after you collect the Star Coin and use it to reach the nearby Warp Pipe, which leads to the 4 level's exit.

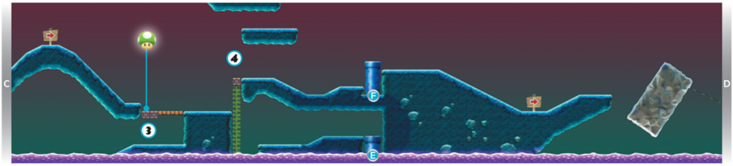
Superstar Road 5

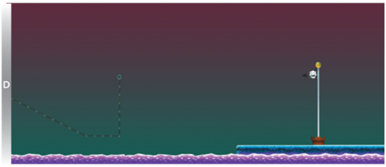
Spinning Platforms of Doom

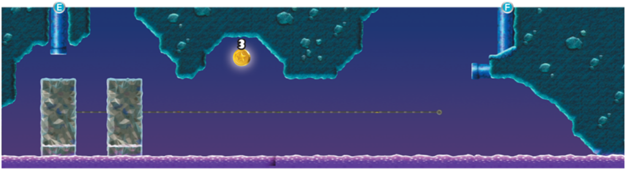






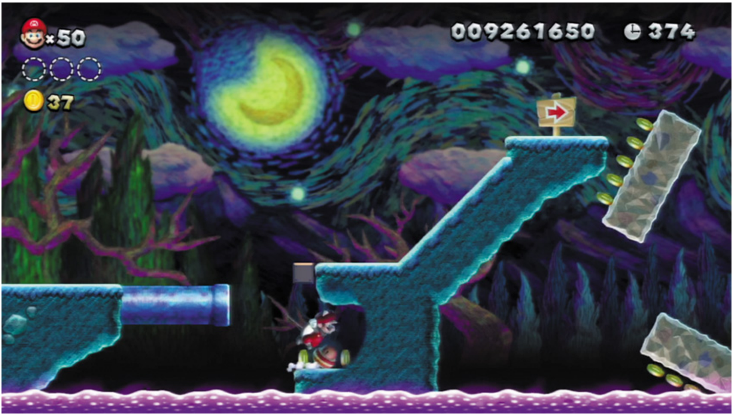






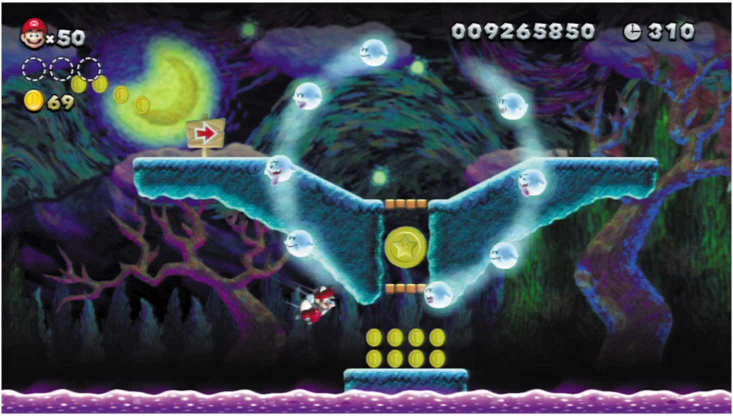
Note

Find all three Star Coins on every Soda Jungle stage to unlock this special level.

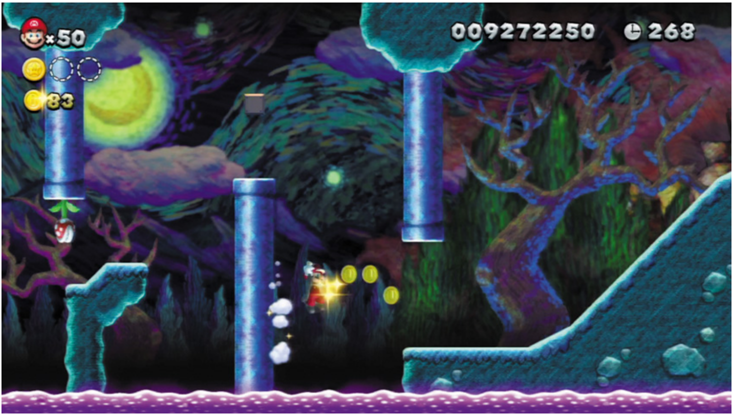

×50
37
009261650
374

Drop down below the ? Block here and gather the coins in the hidden cave. Then hit the ? Block and get the Power-Up as it rolls up the hill.

STAR COIN 1

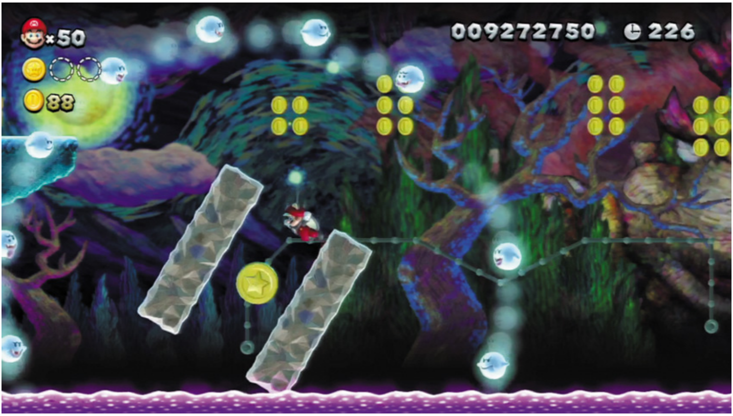

×50
69
009265850
310

As Flying Squirrel Mario, glide to the low ledge beneath the first Star Coin. Be careful not to hit the circling Boos when you land, then jump up through a gap in the Boo circle and grab the Star Coin.

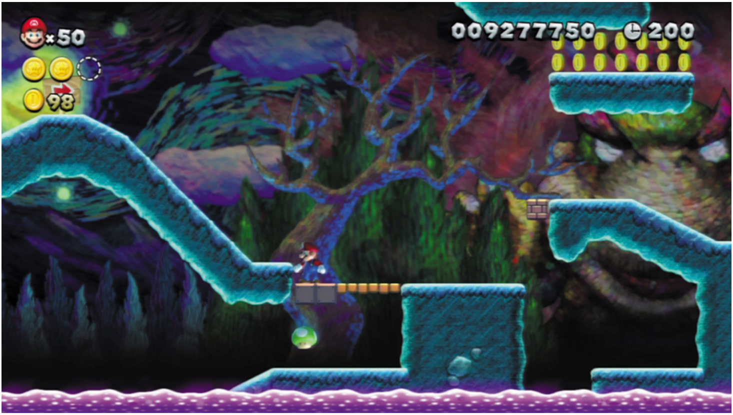

×50
009272250
268
83

Slide down the Pipe here, collecting Coins as you go. Wall jump to the right, passing the overhead Pipe while the Piranha Plant isn't poking out.

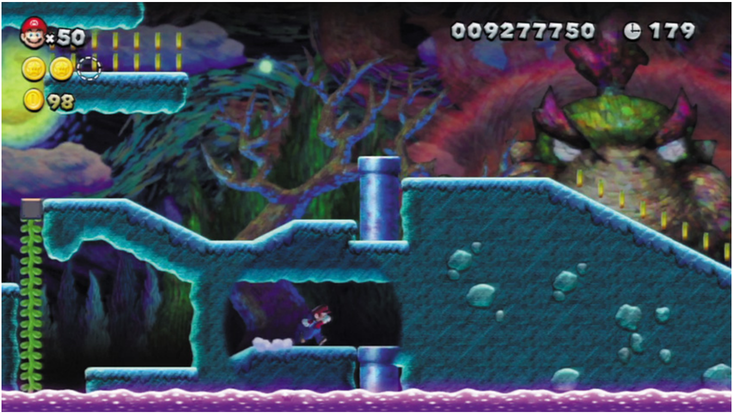
STAR COIN 2


×50
009272750
226
88

Carefully jump through a gap in the Boos that encircle the second Star Coin, aiming to land on the spinning platforms near the Star Coin. Collect the Star Coin without falling from the platforms, then jump and wall jump between them as needed while you're slowly ferried along the track to the right.

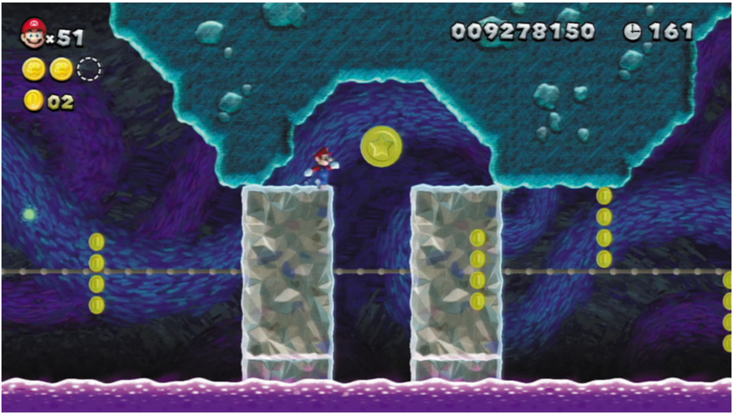

×50
98
009277750
200

Glide from the circling platforms that surround the second Star Coin to reach the low ground here. Then jump up and hit the overhead Brick Blocks to discover a hidden 1-Up Mushroom!


×50
98
009277750
179

Ground pound the Brick Block here to make a Beanstalk grow downward into the Poison Bog. Climb down the Beanstalk and leap to the right to pass through a false wall and discover a hidden Warp Pipe!

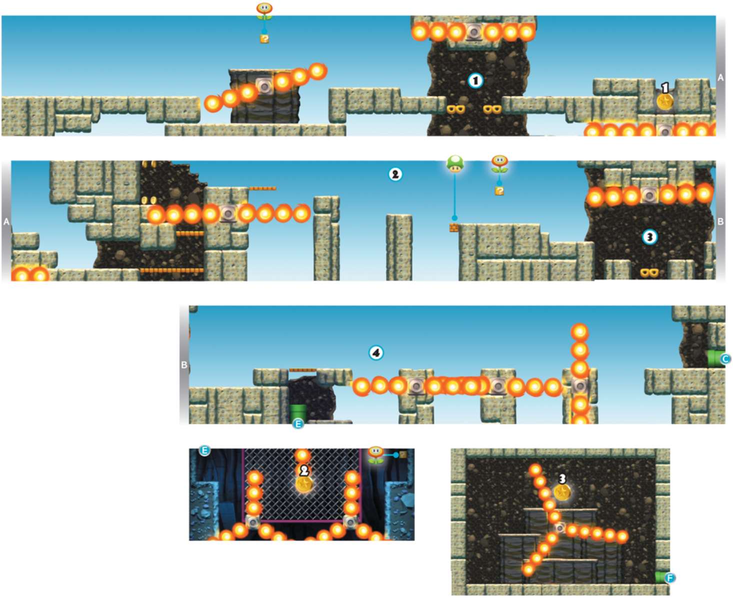
STAR COIN 3


×51
02
009278150
161

The final Star Coin is kept in an underground cavern—enter the hidden Warp Pipe at Point 4 to get here. Wall jump between the large blocks as they slide along the track, leaping up to grab the Star Coin as you pass by.

Superstar Road 6

Fire Bar Cliffs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3
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3
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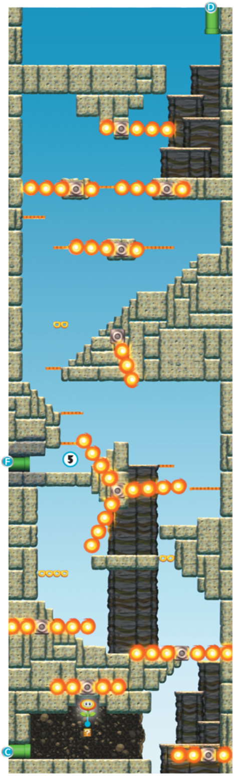
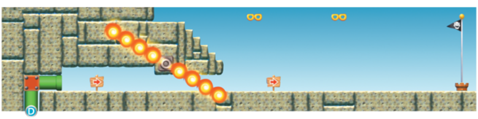
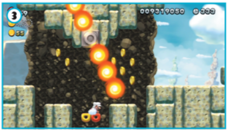
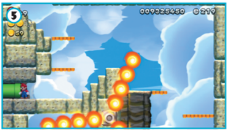


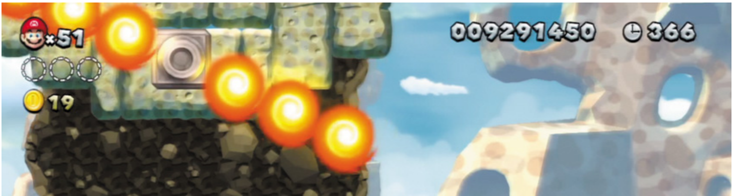


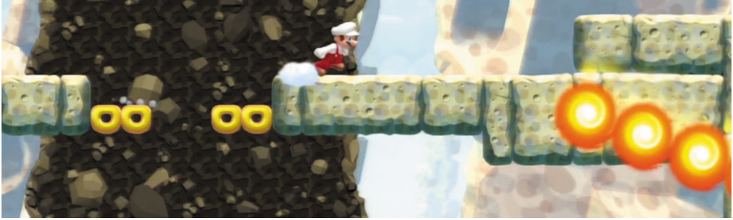

3
009319050
333
55


5
009325450
219
59

Note

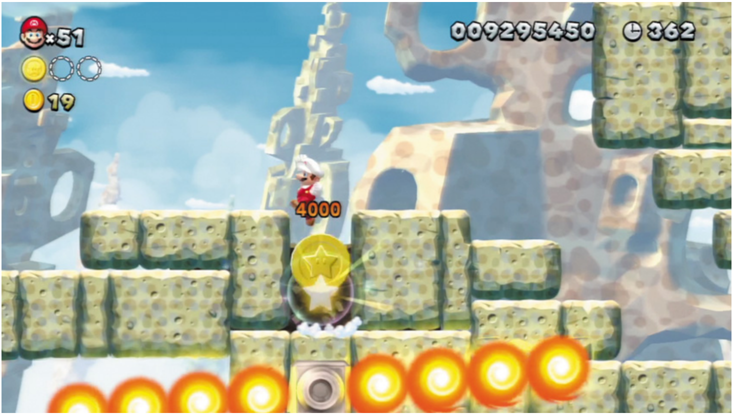
Find all three Star Coins on every Rock-Candy Mines stage to unlock this special level.


×51
19
009291450
366

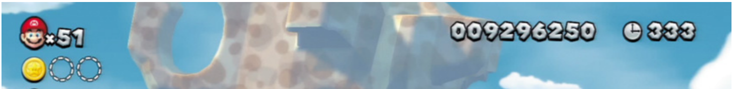


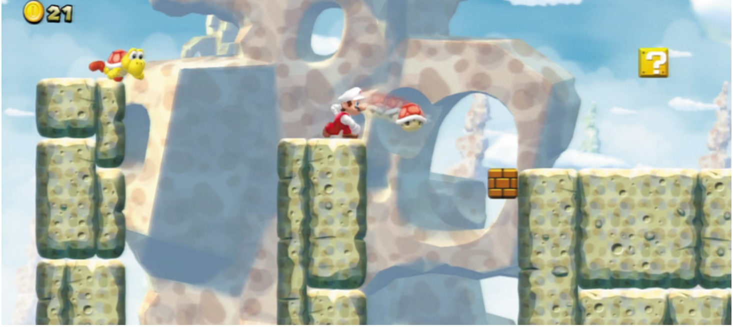
Either dash past the Huge Fire Bar here after it has swung past, or stand on a Donut Block until it falls and then quickly jump from the Donut Block to reach solid ground.

STAR COIN 1

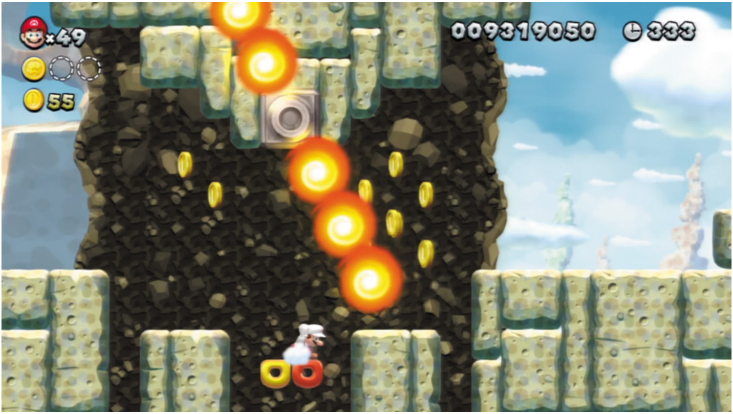

×51
009295450
362
19
4000

A Huge Fire Bar swings around the first Star Coin. Jump over the Huge Fire Bar and grab the Star Coin, then quickly jump out of the pit before you're burned.


×51
009296250
333



Stun a Koopa here and toss its shell at the Brick Block to the right to make a 1-Up Mushroom pop out. Nice!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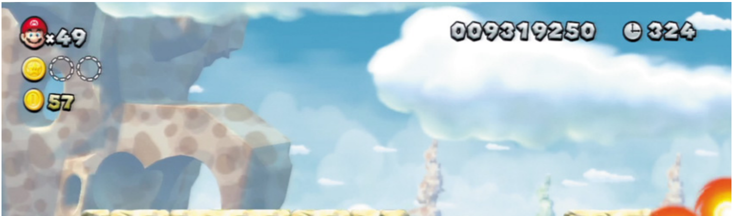
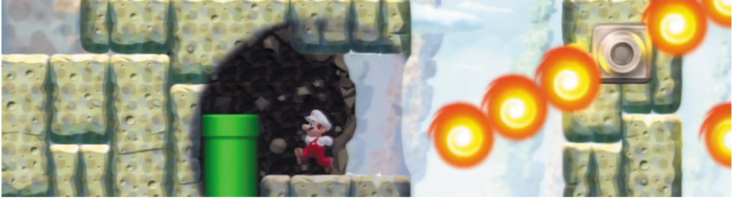
55
0093190050
333

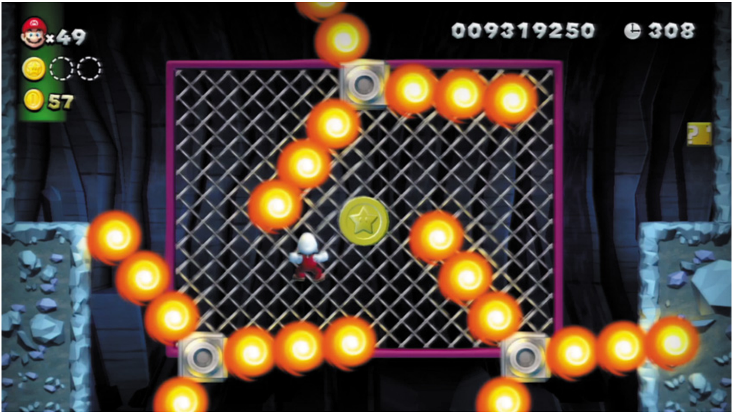
Crouch on the Donut Blocks here while the Huge Fire Bar swings past, then quickly jump up and out of the pit before you fall.


×49
57
0093192250
324

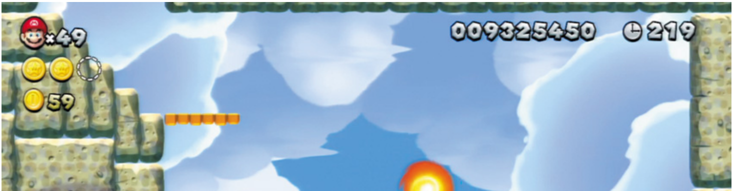


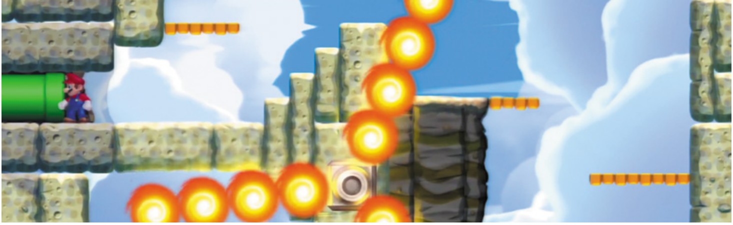
Jump into the pit here and fall so that you pass through the false wall on the left. You'll land inside a hidden cave that houses a Warp Pipe.

STAR COIN 2


×49
57
009319250
308

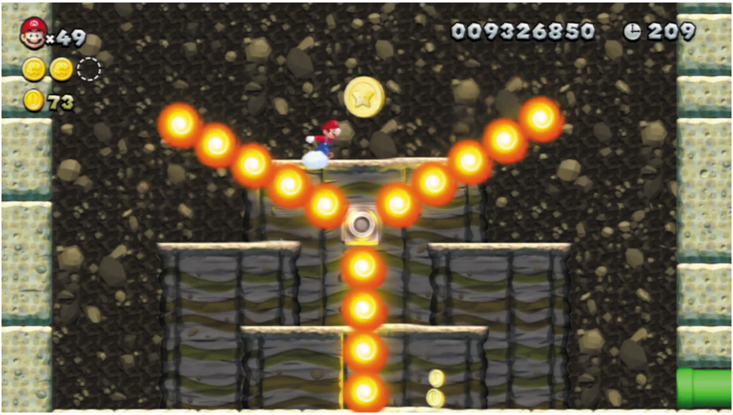
Enter the Warp Pipe at Point 4 to reach this secret cavern, where the second Star Coin is kept. Jump onto the central fence, then climb around to avoid the rotating Huge Fire Bars as you move toward the Star Coin.


×49
59
009325450
219



Run through a false wall here to discover a hidden Warp Pipe that leads to a secret area.

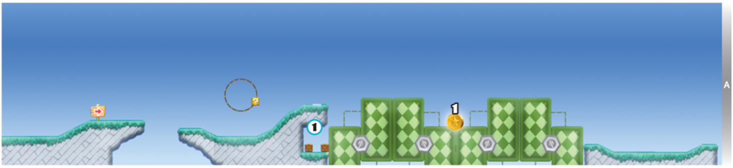
STAR COIN 3

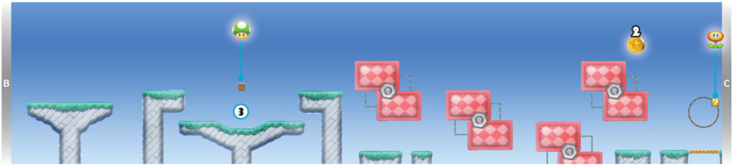

×49
009326850
209
73

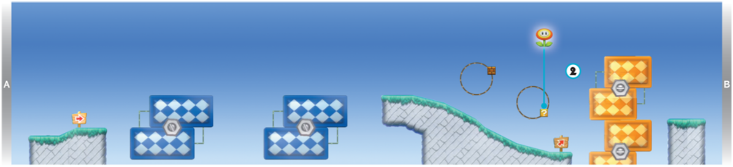
Enter the hidden Warp Pipe at Point 5 to discover this secret cavern, where the third Star Coin is kept. Run along the ground floor, following the clockwise rotation of the central Huge Fire Bars as you jump up to the Star Coin.

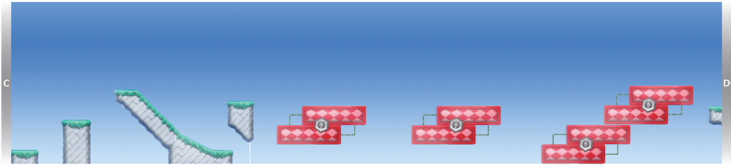
Superstar Road 7

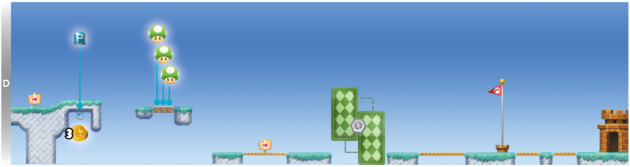
Lakitu! Lakitu! Lakitu!





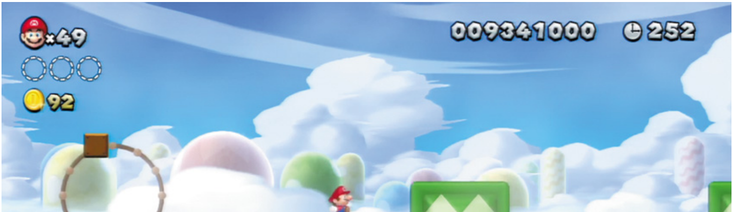






Note

Find all three Star Coins on every Meringue Clouds stage to unlock this special level.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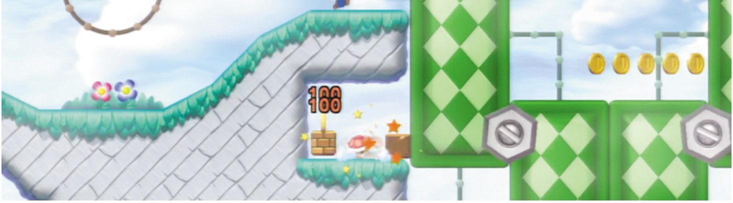
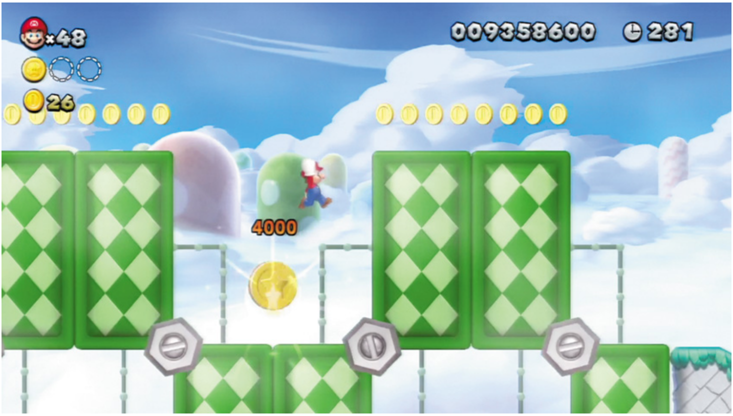
252
92



Stun a Koopa and toss its shell so that it bounces between the two Brick Blocks here. You'll score a bunch of Coins. You can also simply ground pound the Brick Blocks, and hold the ground pound pose when you land on the left Brick Block to rack up the Coins without using a shell.

STAR COIN 1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26
009358600
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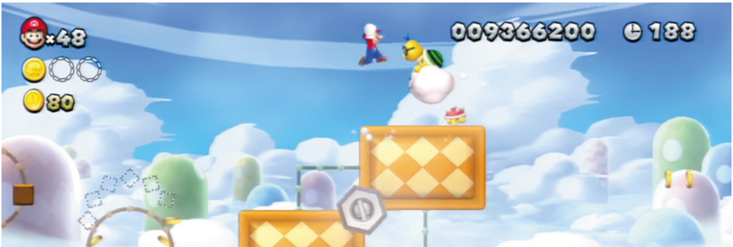
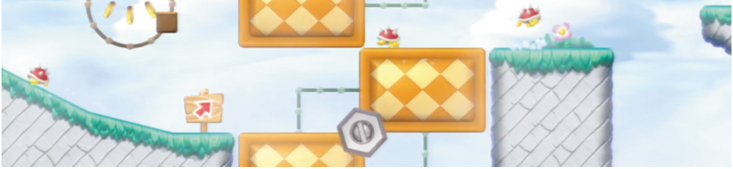
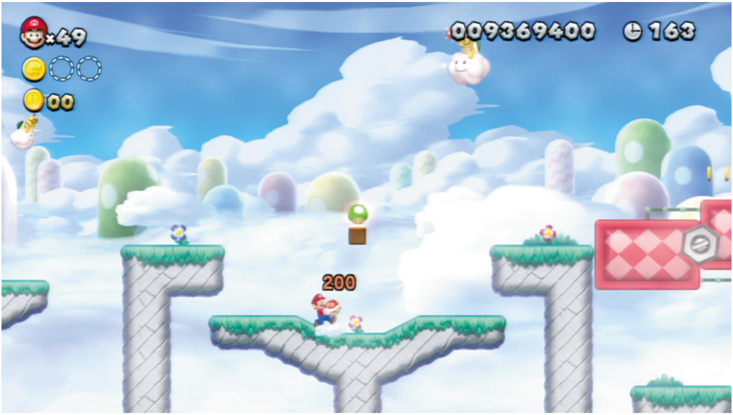
4000

Carefully drop and collect this low Star Coin, then wall jump between the Slide Lifts to escape before they squash you.


×48
80
009366200
188



Lakitu arrives as you near this Point. Jump up the orange Slide Lifts to the right so that you can stomp Lakitu and commandeer his cloud!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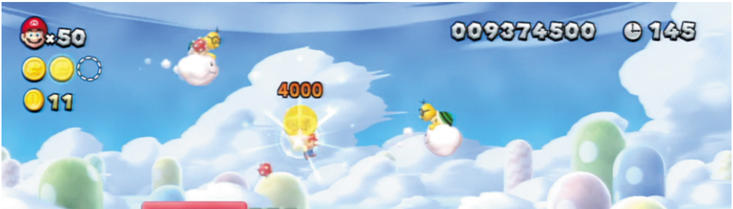
163
00
200

Bump a hidden Block here to score a secret 1-Up Mushroom. Sweet!

STAR COIN 2


×50
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11
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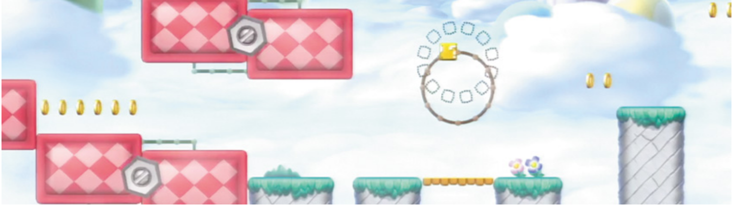
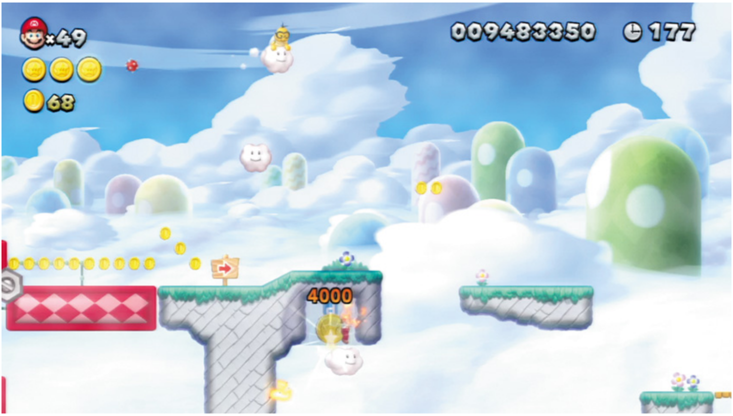


Hop across the pink Slide Lifts to claim the second Star Coin, but beware of those pesky Lakitus! It's easier to claim this Star Coin by simply floating over to it in a stolen Lakitu cloud.

Tip

Once you're flying high in one of Lakitu's clouds, toss fireballs to defeat other Lakitus more easily. Jump into their clouds afterward so you can stay airborne!

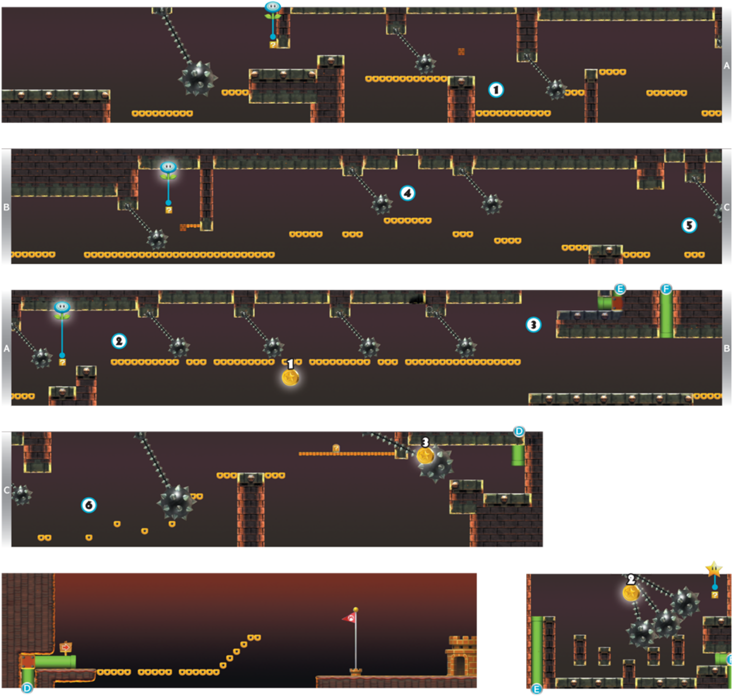
STAR COIN 3


×49
009483350
177
68
4000

The third Star Coin is partially concealed within a false wall here—you can just barely see the bottom of it poking out. Steal a Lakitu cloud and swoop down to snag this final prize.

Superstar Road 8

Pendulum Castle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Note

Find all three Star Coins on every Peach's Castle stage to unlock this special level.

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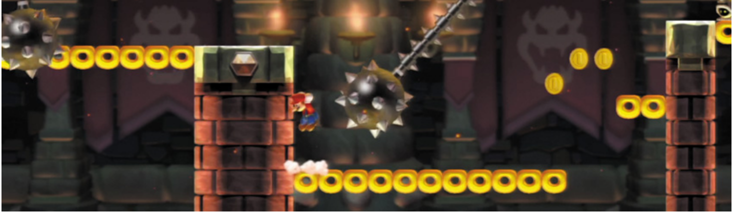
30
0099961970
371



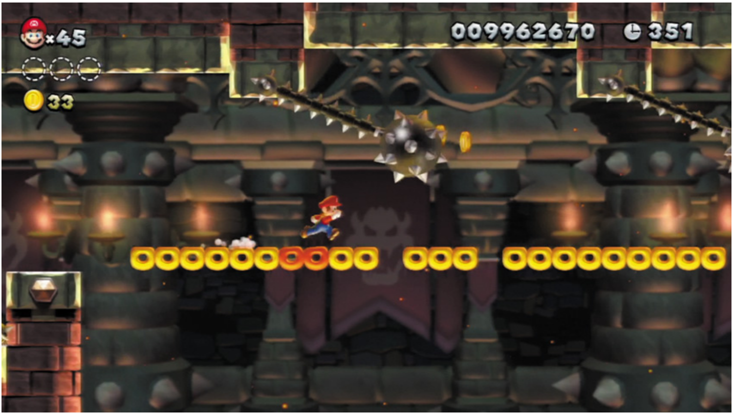
This is one of the most challenging stages in the game, requiring expert timing. Dash past the first two Spinners to arrive at this Point. Jump atop the far-left Donut Block here to keep it from falling as you wait for the nearby Spinner to swing to the left, then quickly dash past and jump up the Donut Blocks to the right.

Caution

Be wary of the Bony Beetles in this stage. Stomp them to stun them, but only when their spikes aren't sticking out. You can also defeat Bony Beetles by freezing them with iceballs and then ground pounding them.

Tip

Jump while standing atop the many Donut Blocks in this stage to prevent them from falling.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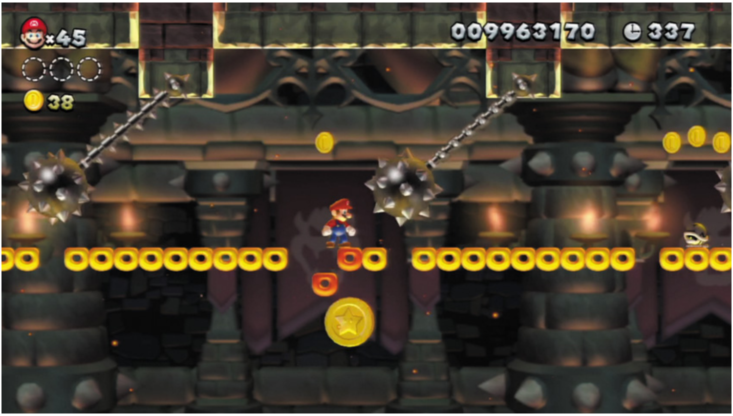
33
009962670
351

Do the following to survive this treacherous stretch of Spinners:

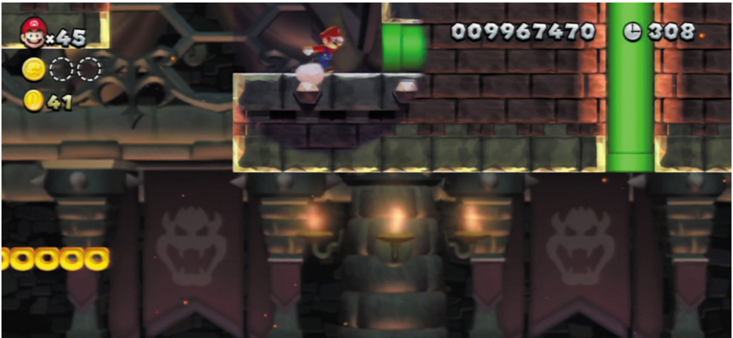
- Dash past the first Spinner while it's swinging to the right.
- Run back toward the first Spinner to avoid the second Spinner as it swings to the left.
- Dash past the second Spinner while it swings to the right.

- Run back toward the second Spinner to avoid the third Spinner as it swings to the left.
- At this point, you can try for the first Star Coin (see that section for details).
- Dash past the third Spinner just before it changes direction and swings back to the right. (You can dash straight across the tiny gaps between the Donut Blocks here.)
- Pause before you reach the final Spinner (if necessary) and dash past it after it has swung to the right.

STAR COIN 1


×45
38
009963170
337

There are three Donut Blocks above the first Star Coin. Stand on the left Donut Block and the nearby Spinners won't touch you. Allow the left Donut Block to fall so that you collect the Star Coin, then quickly jump off the falling Donut Block before you fall too far.


×45
41
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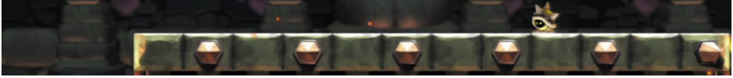
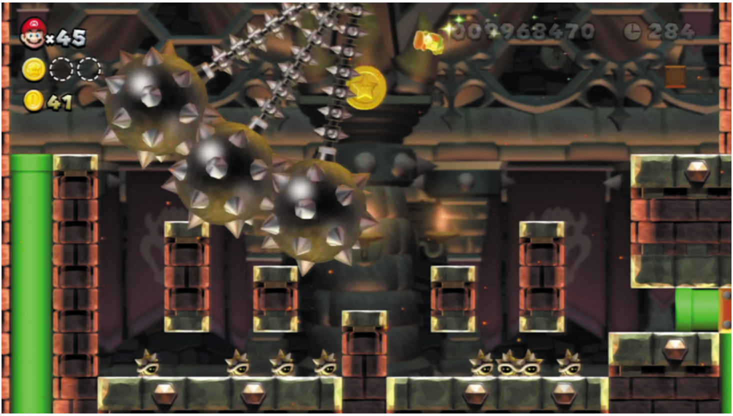
308



Leap from the Donut Blocks here and wall jump up through the opening in the ceiling to discover a secret room!

STAR COIN 2



The second Star Coin is kept in a secret room—wall jump through the ceiling at Point 3 to get here. Wait for the Spinners to swing to the right, then quickly move toward the center of the room. Pause on the left side of the central platform while the Spinners swing by, then jump onto the central platform and crouch. Wait until the Spinners swing to the left again, then quickly jump up to the ? Block on the room's right side. Collect the Super Star from the ? Block, then leap over and grab the central Star Coin.

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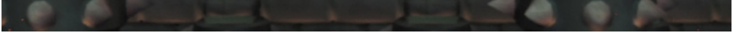
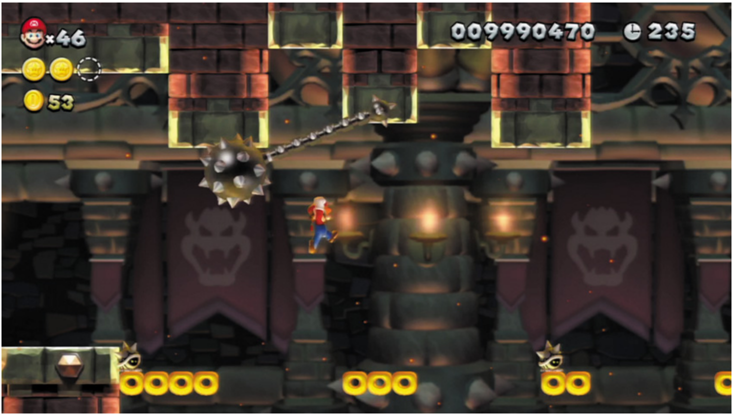


Two Spinners present a dangerous obstacle here. Leap past the left Spinner after it has swung to the left. Pause on the highest row of Donut Blocks and jump in place atop the middle Donut Block while the Spinners swing close. Advance after the right Spinner swings to the right.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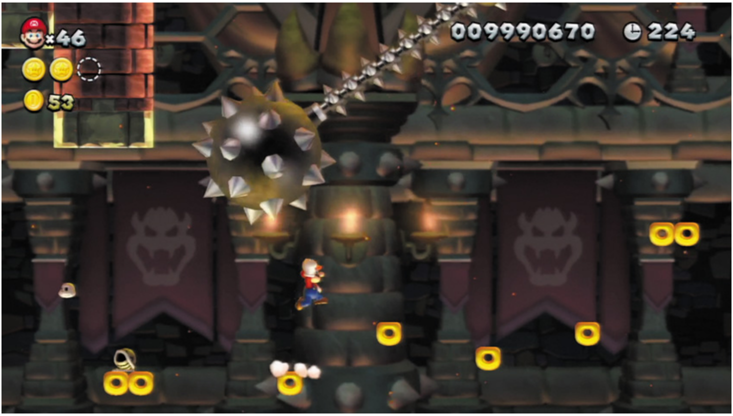
Jump past the Spinner here after it has swung to the left. It helps to stun or defeat the nearby Bony Beetle while you wait for your chance to jump.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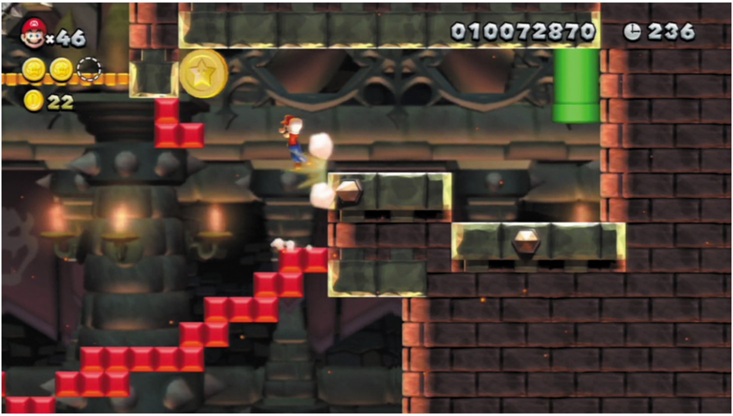
Getting past this giant Spinner is no easy feat. Jump atop the first lone Donut Block to the left of the Spinner, and wait for the Spinner to swing by to the left. Immediately jump up the Donut Blocks to the right after the Spinner swings by, heading for higher ground.

STAR COIN 3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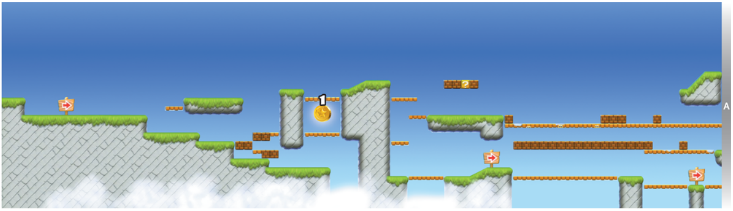
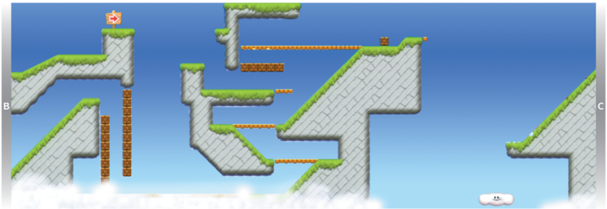
22

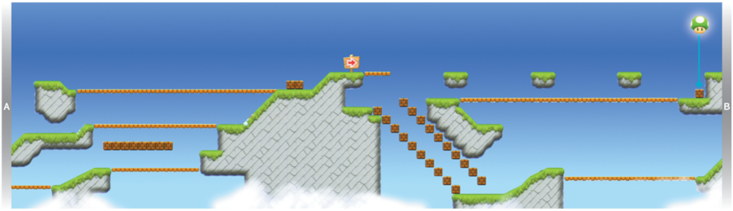
Wait until the final Spinner swings to the right, then quickly jump over and hit the high ? Switch to make a curved floor of pink blocks appear below. Drop onto the pink blocks and dash to the right, crouching at the bottom of the curve to avoid the Spinner as it swings past to the left. Then quickly jump up the pink blocks, and wall jump off the solid ledge they lead to. You'll bound up to the Star Coin—now hurry and leap to solid ground!

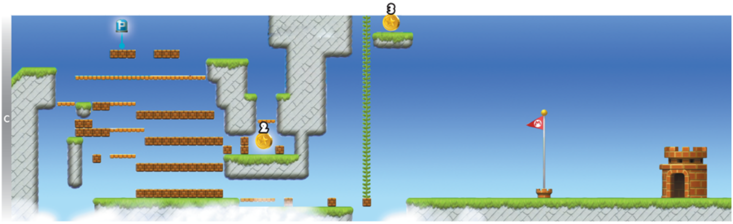
Superstar Road 9

Follow that Shell!





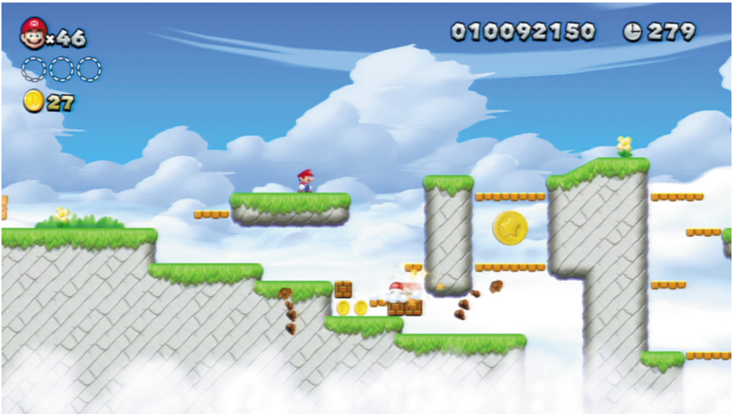




Note

Find all three Star Coins on every Superstar Road stage to unlock this final level. Don't worry—it's much easier than the Pendulum Castle!

STAR COIN 1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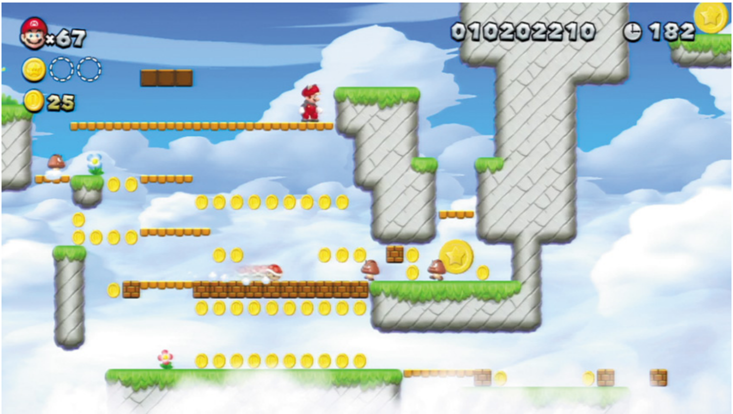
Stun this stage's very first Koopa, then kick its shell. The shell will defeat the Goombas below, and will also smash through the

Brick Blocks, clearing a path toward the first Star Coin.

STAR COIN 2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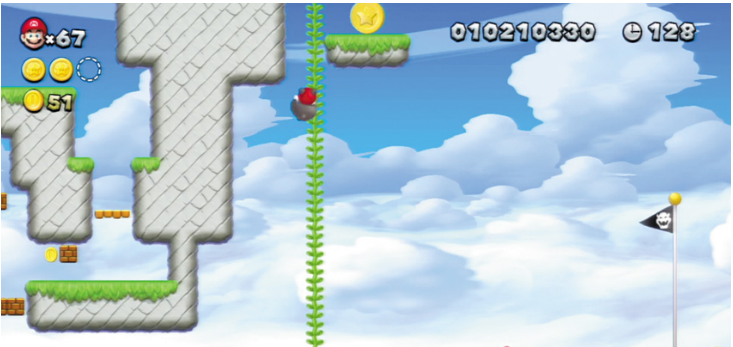
182

Send a Koopa shell flying around the area near the second Star Coin. Bump the top Brick Blocks to discover a P Switch, then hit the P Switch to turn the surrounding Brick Blocks into Coins, and vice versa. If you time it right, the shell will smash through the lower of the two Brick Blocks that wall off the Star Coin. Then dash toward the Star Coin, and crouch to slip past the remaining Brick Block and collect the Star Coin. (Small Mario can simply run through the opening.)

STAR COIN 3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The third Star Coin seems unreachable on its lofty ledge, but of course, there's a clever way to reach it! Use a Koopa shell to smash the Brick Blocks found far below the Star Coin. A Beanstalk will sprout up from the Brick Block on the right. Savor the moment as you climb the Beanstalk and collect your final Star Coin!

Tip

You can simply carry a Koopa shell down to the Brick Blocks below the third Star Coin and toss it at the Brick Blocks to discover the Beanstalk.

Note

Pat yourself on the back—you've completely beaten Story Mode! But have you tried all of the other game modes yet? Read on to learn more about them!